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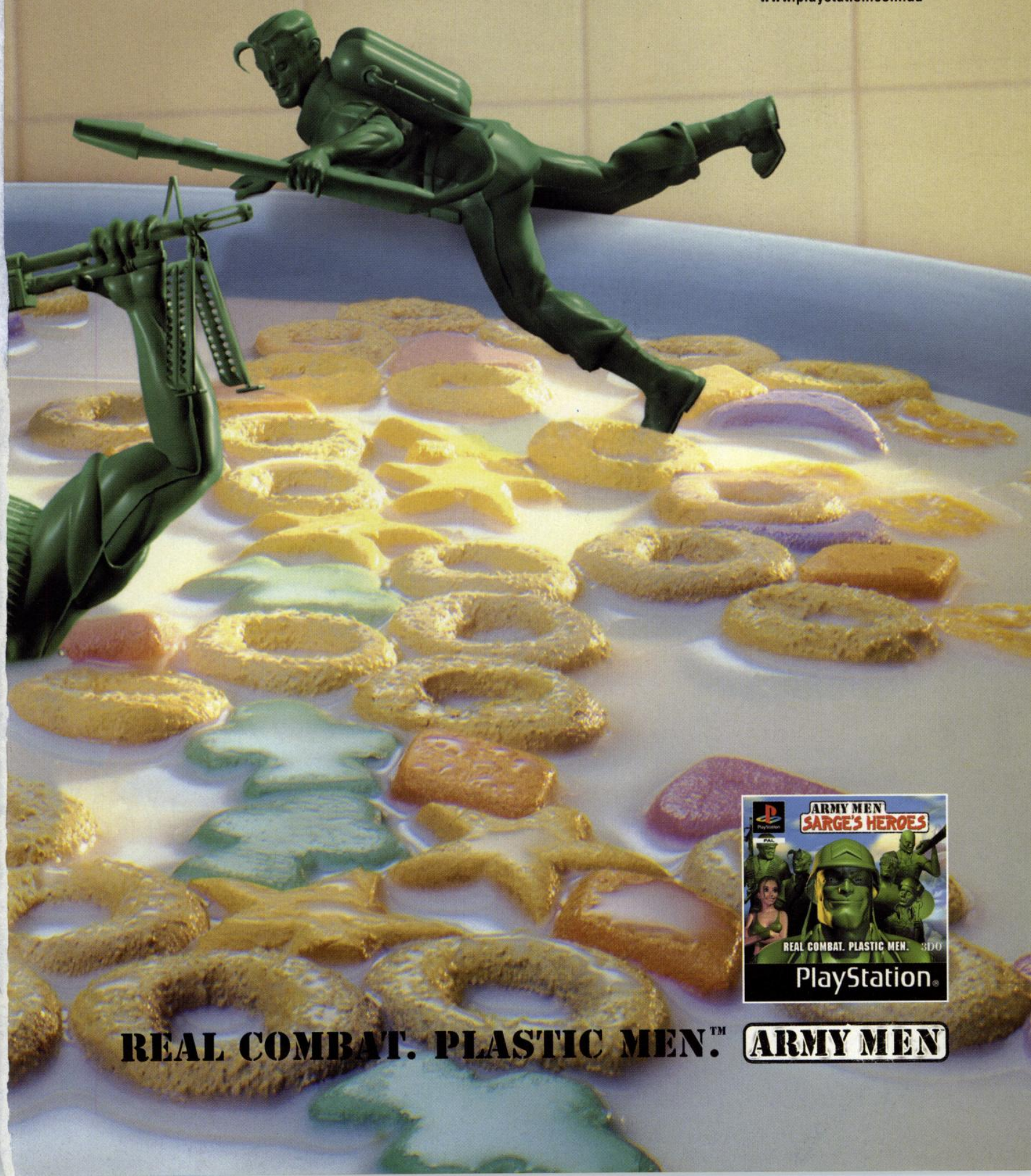
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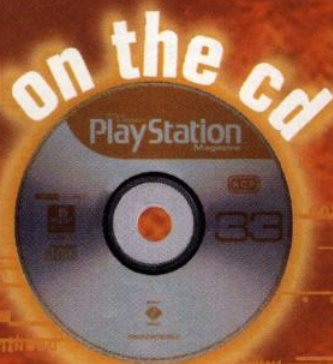
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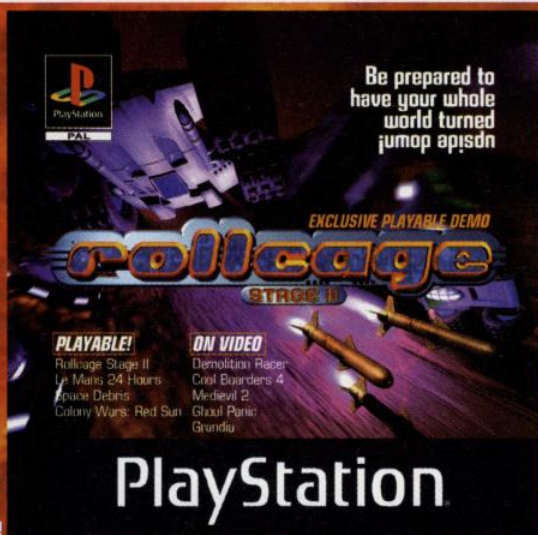
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ROLLCAGE STAGE II



DEMOLITION RACER



COOL BOARDERS 4



MEDIEVIL 2



GHOUL PANIC



GRANDIA



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LE MANS 24 HOURS



Part 2

This month saw the greatest games console release ever. PlayStation2 went on sale to the public in Japan, and the public in Japan went mental. Shops sold out of machines in 20 minutes. People camped out all night to get their hands on a machine.

Much of the forthcoming retail for PlayStation2 is likely to be done via e-commerce over the Internet. On the first day that Sony welcomed sales inquiries to its Japanese site it received 600,000 hits from people wanting a machine. It's a huge story and our lead news feature.

In Europe, America and Australia, however, the launch date remains six months away. With that in mind we'll start to build our coverage slowly towards that release and make you aware of what you can expect from the second coming of PlayStation. They're incredibly exciting times.

For now though, you don't own a PlayStation2, you own a PlayStation. It's something we won't forget. There are over 1.5 million PlayStation owners in Australia, and we're still looking forward to another three or four years worth of games for the original machine. In fact, there are probably some games around now that we'll still be playing in 10 years time, let alone three.

So if you thought that the future for PlayStation games was bleak, then think again. We have the exclusive preview of *Driver 2* this month and it's an incredible game. Our review section is also unreal: *Colin McRae Rally 2.0*, *Rollcage Stage II*, *Syphon Filter 2*, *Micro Maniacs*, *Cricket 2000*, *Die Hard Trilogy 2*, *MediEvil 2*, *Theme Park World*, and the one that got us hyped up this month, *Beatmania*. It's an incredible array of games for one issue, and proves that there's plenty of life left in the PlayStation yet. PlayStation 2 will be great, but PlayStation is already great! And it keeps on getting better every day.

Rob Fegley

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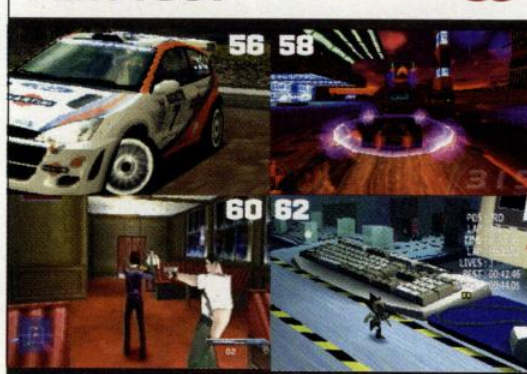
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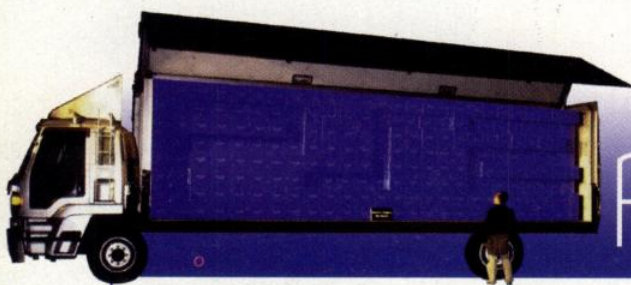
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[PLANET PLAYSTATION]



IF IT'S ABOUT PLAYSTATION AND IT HAS
HAPPENED THIS MONTH, THEN IT'LL BE IN THE
NEXT 26 PAGES...



All Systems Go!

All Aboard in Japan on the new 'Station

The PlayStation2 is now on sale in Japan after the most successful launch in the history of videogames. Almost one million PlayStation2 consoles were sold on the first day of sale – about 10 times the number of PlayStation consoles sold during the launch five years ago.

As the sun rose over Tokyo on March 4, you could feel the excitement on the streets of electronics district Akihabara, where up to 10,000 enthusiastic gamers, from school children to businessmen of all ages, patiently queued for game stores to open. Most stores in the Tokyo district sold out of machines within hours on the opening day.

The shelves were packed with the 10 PS2 launch titles, and 1.3 million games were sold on the first weekend alone. The superlative racing game *Ridge Racer V* was the pick of the launch titles and the most common purchase in the bags of PlayStation2 shoppers, followed by Koel's majestic strategy title

600,000 inquiries in the first minute it went live. Sony is currently producing about 500,000 PS2 consoles a month to try and keep up with demand in Japan and prepare for the launch in the rest of the world later this year.

Christmas came very early for the first person in the world to buy a PlayStation2, Santa Yamagishi. The 22-year-old took Friday off work and camped outside the Messe Sanoh game shop in Akihabara from 9pm on Thursday. At 9am Saturday morning, after a 36-hour wait, the store opened and Yamagishi-san eagerly parted with 63,000 Yen in exchange for a PlayStation2 with *Ridge Racer V* and *Drum Mania*.

The father of the PlayStation, Ken Kutaragi, said he was extremely happy with the launch. "Five years ago, there were not as many people as today," he said. "This morning, I have been to Shinjuku, Shibuya and Akihabara, and I was surprised by the number of people waiting to buy their PlayStation2, and

you would have to expect the launch to go very well."

Mr Ephraim said he was very happy with the current level of interest in PS2 in Australia. "The exciting thing about the awareness in Australia is that people who are not gamers are saying that they will wait to buy a DVD player 'til PS2 comes out. With comments like that, you would have to assume that the awareness has gone way beyond the gamer and has hit the mass market for consumer electronics."

In the frenzy to be one of the first to get hold of Sony's next-generation PlayStation2 console, consumers camped outside Tokyo stores with sleeping bags. TV commercials, broadcast on all five private national networks in Japan, had been enticing buyers in the countdown to the launch – but they were unnecessary in meeting Sony's goal of one million sales in the first two days. And Sony had the benefit of free advertising from every TV show, newspaper and magazine in the country. Interest from

"AS THE SUN ROSE OVER TOKYO, YOU COULD FEEL THE EXCITEMENT ON THE
STREETS OF AKIHABARA, WHERE UP TO 10,000 GAMERS PATIENTLY QUEUED..."

Kessen and Konami's incredibly fun music game *Drum Mania*, which comes with a drum pad peripheral.

The other titles released included Capcom's beat 'em up *Street Fighter EX3*, Jaleco's dance game *Stepping Selection*, From Software's first-person role-playing game *Eternal Ring*, ArtDink's train sim *A-Train VI* and a few Japan specific titles.

Sony announced after the launch weekend that sales had reached 980,000. There were a total of 26,400 retailers, including 18,500 convenience stores, selling the PS2 across Japan. Sales of PlayStation2 on the playstation.com Web site exceeded 380,000. The lead up to the PlayStation2 launch generated phenomenal online interest, with the PlayStation site recording

also, particularly, by the impressive number of media. This impressive number of journalists shows that everyone and every media, not only the games media, is focusing their attention on the PS2, and I am very glad and happy of it. Today, fortunately it didn't snow and it didn't rain, but it is cold, so I hope that everyone waiting here will get their PS2 quickly and play on it."

Kutaragi-san, President and CEO of Sony Computer Entertainment, said the launch of PS2 was a significant landmark in the history of home entertainment. "Just as the PlayStation brought interactive gaming to an unprecedented mass market, the combination of PlayStation2's breathtaking digital graphics, superb sound and DVD video will open the doors to a new computer entertainment experience in the home."

Managing Director of Sony Computer Entertainment in Australia, Michael Ephraim, said the Japanese launch went "extremely well". "When a product has approximately 95 per cent awareness prior to launch, which is what was the case in Japan,

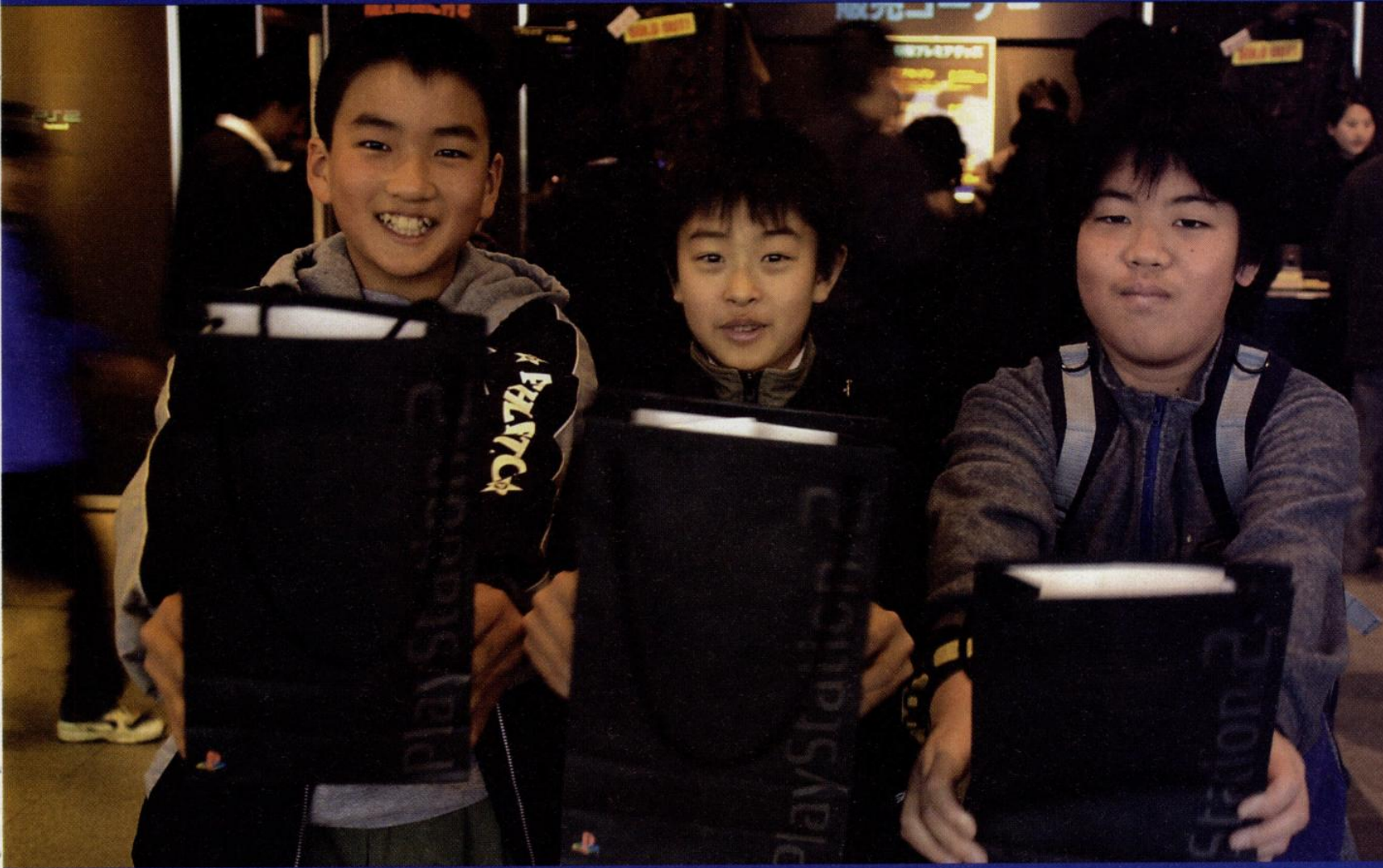
the world's press was also phenomenal, suggesting that we have begun a new chapter in the history of home entertainment.

Sales of the PlayStation console currently exceed 70 million worldwide, including over 1.5 million in Australia. Sony says PlayStation2 is designed to bring together movies, music and games to form a new world of computer entertainment.

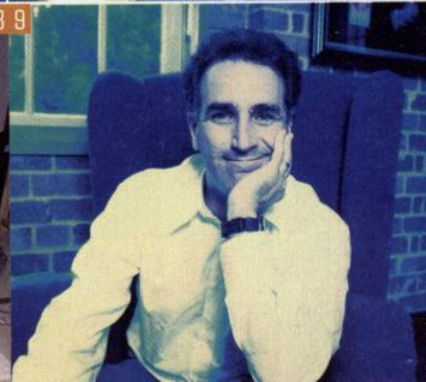
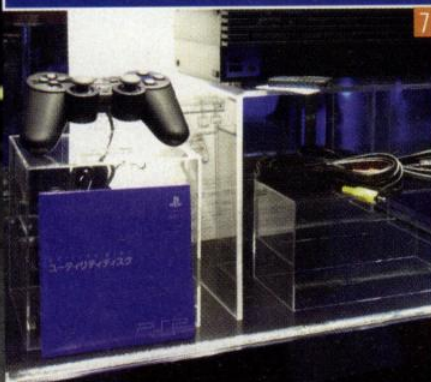
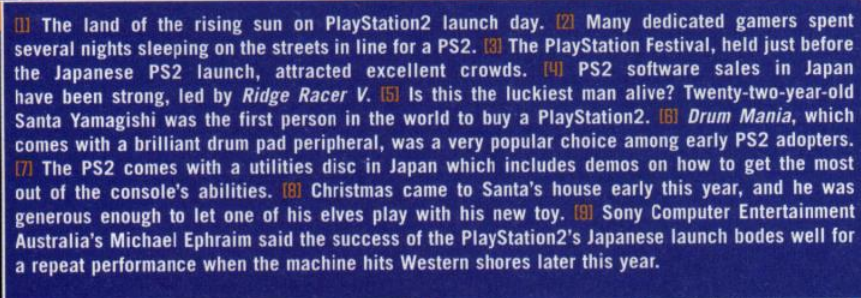
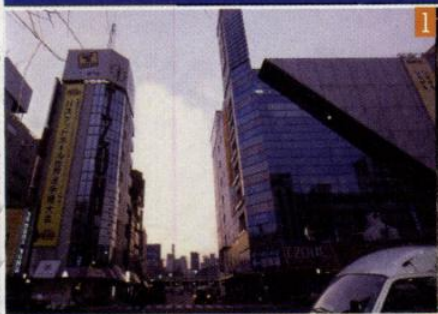


MICHAEL EPHRAIM PORTRAIT GEORGIE COLE





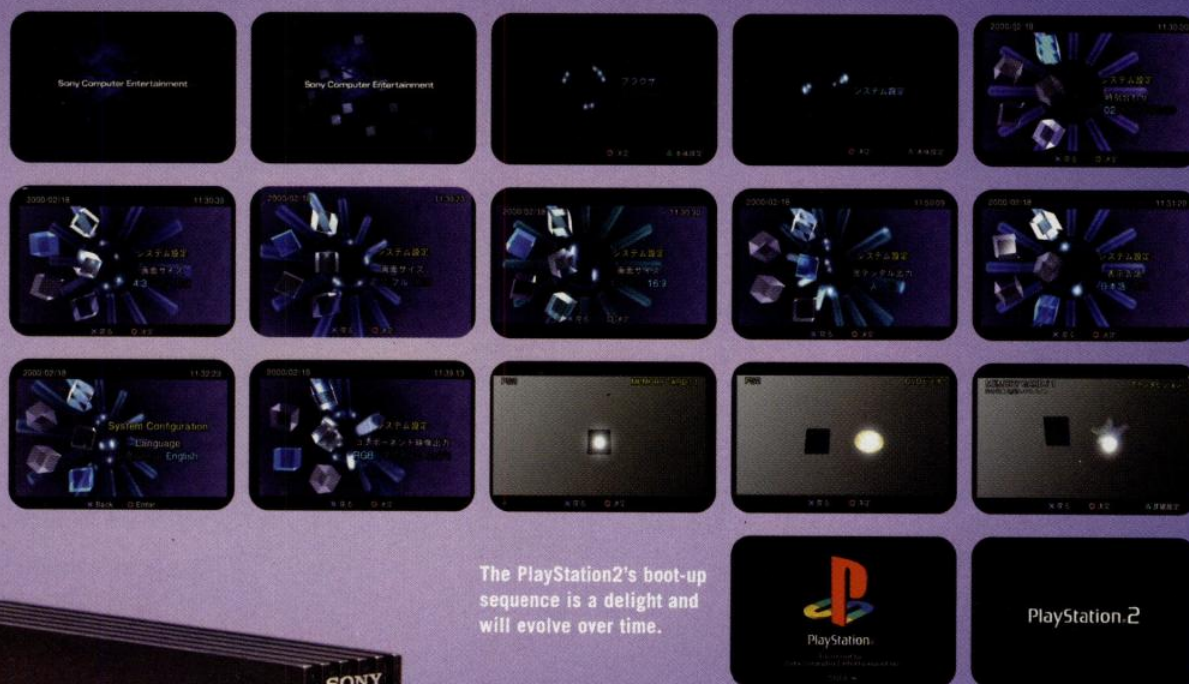
At the PlayStation festival in Tokyo held before the PS2 launch, Sony handed out thousands of PS2 demo discs and showbags to whet the Japanese public's appetite. *GT 2000* looks amazingly good.



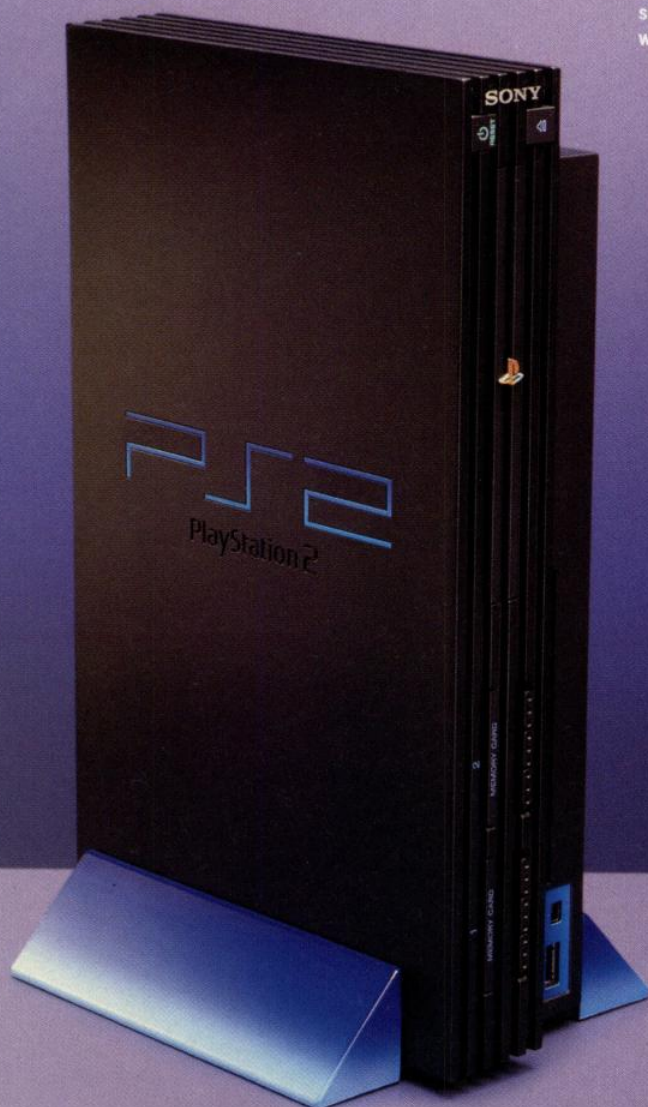
[1] The land of the rising sun on PlayStation2 launch day. [2] Many dedicated gamers spent several nights sleeping on the streets in line for a PS2. [3] The PlayStation Festival, held just before the Japanese PS2 launch, attracted excellent crowds. [4] PS2 software sales in Japan have been strong, led by *Ridge Racer V*. [5] Is this the luckiest man alive? Twenty-two-year-old Santa Yamagishi was the first person in the world to buy a PlayStation2. [6] *Drum Mania*, which comes with a brilliant drum pad peripheral, was a very popular choice among early PS2 adopters. [7] The PS2 comes with a utilities disc in Japan which includes demos on how to get the most out of the console's abilities. [8] Christmas came to Santa's house early this year, and he was generous enough to let one of his elves play with his new toy. [9] Sony Computer Entertainment Australia's Michael Ephraim said the success of the PlayStation2's Japanese launch bodes well for a repeat performance when the machine hits Western shores later this year.



[PLANET PLAYSTATION]



The PlayStation2's boot-up sequence is a delight and will evolve over time.



Up Close and Personal

THE FIRST IMPRESSIONS OF THE PLAYSTATION2

PSM is now the envy of PlayStation fans across the country after scoring a PlayStation2 console from Japan. Here's our first impression of the beast.

The system is packaged in an attractive large blue box and includes the console, Dual Shock2 controller, 8Mb Memory Card, cabling, manuals and utilities disc. After seeing pictures of the PS2 so often, most people will probably be surprised at the compact size of the console. It's only about the size of an A4 sheet of paper, but still fairly heavy for its dimensions. There's no denying that it's an attractive machine, with its slick electric blue highlights, but it certainly doesn't fit the mould of a traditional console.

The Dual Shock2 controller is nearly identical to an original Dual Shock, aside from the blue 'DualShock2' that adorns the area near the cord, a lighter feel and an attractive matt black finish with small silver specks throughout the casing. It also features tighter 'snap to centre' sticks for both the analog joysticks, allowing more delicate movements. The Memory Card seems to be very fast, and features cute animations on the memory management screen.

Hooking the system up and switching it on, the boot-up sequence appears. The black screen fills with blue smoke and grey boxes, as well as swirling lights. These lights zoom in and become part of the on-screen display, swirling and playing around in a circle. It is all rendered real-time, and will change over time and with different game discs. After the boot, two choices appear on-screen: Browser and System Configuration. Configuration options include clock, screen size, sound system and language. The browser option lets you select Memory Cards, audio CDs, game discs and DVD movies.

The game boxes are in DVD-style plastic cases, but modified to include a Memory Card holder, with cards fitting snugly into the box – very handy. The centre button that holds the disc in place until it is pressed also works better than any others we have seen. DVD playback and features are excellent. Films are bright, crisp and very clear. The only thing missing is a remote, but that is certain to be addressed.

There's little doubt that this is a superbly crafted machine, and should become every bit as popular as the existing little grey box.





Ridge Races to the Front of the Pack

PS2 GAMES
UNDER THE
MICROSCOPE

The Japanese weekly *Famitsu*, the biggest-selling games magazine in Japan, reviewed PS2 launch titles to coincide with the console's release in Japan. *Ridge Racer V* received the best review and a "platinum" rating (over 35 points out of 40), which is a rare honour. Few PS2 games fare badly at the hands of the very tough critics at *Famitsu*, a good sign because developers had very tight deadlines to release games for the Japanese launch. *Ridge Racer V* notched an impressive 36/40, while *Street Fighter EX3*, *Drum Mania*, *Stepping Selection* and *Kessen* all scored 32/40, highlighting that the PS2 had many worthy purchases on launch to complement *Ridge V*. Next

month *PSM* will present our verdict on all the launch titles.

Here's *Famitsu's* scores and a summary of their verdicts:

RIDGE RACER V (Namco)	36/40
Great visual and sound and interesting vehicle upgrade feature, but no real advancement for the series.	
STREET FIGHTER EX3 (Capcom)	32/40
Great graphics and character edit mode, but not quite revolutionary.	
ETERNAL RING (From Software)	25/40
Good graphics and ring development system, but the title seems to be rushed out.	
KESSEN (Hoei)	32/40
Great visuals and depth. Requires high	

level of strategy; a guidebook is included for beginners.

STEPPING SELECTION (Jaleco) 32/40

Great video clips, fun to play with the Stepping Controller.

DRUM MANIA (Konami) 32/40

Great drum controller, but a bit too small. The duel play is a big plus (Drum + Guitar).

FANTAVISION (SCE) 31/40

Beautiful rendition of fireworks.

Great puzzle game with deep gameplay.

A-TRAIN VI (ArtDink, SLG) 28/40

Good simulation, great camera navigation function, but control is a bit difficult.

NextGen



The wood-grain look remains a classic.

Few commentators have mulled over the significance of Sony's decision to engineer PlayStation2 as a piece of living room entertainment hardware. Sure, it has been said that its design values draw strange parallels with 1990s Bang & Olufsen and, perversely, 1970s Bush, but how will this new console's aesthetics impact upon its consumers? Once upon a time, such considerations were irrelevant. As committed fans — some would say geeks — videogamers didn't give a fig about a games machine's looks; the only relevant factor was performance. How else could the ugliest console ever conceived, the faux wood-veneered Atari VCS, have ruled the gaming world in the late '70s/early '80s? I don't have a portable MP3 player; my mobile phone can't browse the Net, and I don't own a toilet capable of analysing my stools and sending a report via modem directly to my GP (yes, such things do exist in Japan). But I do appreciate the value of these things. However, it's their functionality, not form, which piques my interest. Who cares what the box looks like, so long as it's capable of pumping out car models as glorious as *GT 2000's*? I can't say that I do. But to Joe Casual Consumer, who'll happily go and buy a car "because it looks nice", the package can be as important as the content. Sony wins by styling the PlayStation2 so it appeals to consumers at every level from, "Wow, a PlayStation2 — cool!" to, "Daddy, what does that do?" Either way, Sony has created a monster whose image may one day be as ubiquitous as the Walkman's.

Tony Mott is editor of gaming bible, *Edge*.



It's what's under the hood that counts.

PS2 Q&A

ANSWERS TO YOUR MOST COMMONLY ASKED PLAYSTATION2 QUESTIONS

Q. WHEN WILL THE PLAYSTATION2 BE RELEASED IN AUSTRALIA?

A. September has been mooted, but October looks more likely to avoid clashing with the Olympics.

Q. HOW MUCH WILL IT COST?

A. Sony has said it should cost around the same as the PlayStation when launched in 1995, which was \$699.

Q. HOW MANY GAMES WILL BE AVAILABLE FOR THE LOCAL LAUNCH?

A. This is not yet known, but it is likely there will be many more titles than were available at launch in Japan.

Q. DOES THE PS2 PLAY DVD MOVIES STRAIGHT OUT OF THE BOX? IS THE SOUND AND PICTURE QUALITY AS GOOD AS STAND-ALONE DVD PLAYERS?

A. Yes and yes.

Q. DOES THE PS2 NEED A STAND TO BE VERTICAL?

A. Most of Sony's PlayStation2 images have featured little blue support stands, however, the unit comes with rubber footings on its vertical as well as horizontal sides and does not need the stands.

Q. HOW DO YOU STOP DISCS

FROM FALLING OUT WHEN THE MACHINE IS VERTICAL?

A. Ejecting the disc drive shows how the discs magically stay in place while the system is standing upright — Sony has put a small lip on the bottom of the disc caddy to keep the disc from falling.

Q. HOW DOES THE LOGO ALWAYS REMAIN UPRIGHT?

A. The PlayStation logo is held against the front of the CD tray by a small spring. When the console is turned from horizontal to vertical, or vice versa, the logo can simply be twisted 90 degrees. Cool, eh?

Q. DO ALL PLAYSTATION GAMES RUN ON THE PS2?

A. We haven't found any that don't, but Sony has reported a number of obscure Japanese games that aren't compatible.

Q. DO PLAYSTATION GAMES LOOK BETTER ON PS2?

A. Sony promised that the PlayStation2 would play your existing PlayStation titles, and it has delivered on its pledge. And while all of the old games will look basically the same (the PS2 uses the PlayStation engine chip) users can choose in a menu to change texture mapping from "compatible" to "smooth". Graphics are

smoothed out and filtered so that sharp edges and rough-looking pixels look cleaner. It's not a radical improvement, but titles like *Metal Gear Solid* and *Gran Turismo 2* showed slight, noticeable improvement. You can also change the CD speed from "compatible" to "fast", which will help decrease load times but causes problems with streaming video in titles like *Final Fantasy VIII*.

Q. WHAT WAS THE BEST GAME OF THE LAUNCH?

A. No one really had any doubt that *Ridge Racer V* would be the game of the Japanese launch, and it sold by the truckload. The graphics are incredibly fast and detailed, with extraordinarily beautiful backgrounds. But it's not a revolutionary title, it plays very similarly to *Type 4*. Fortunately, by the time the PlayStation2 launches here, there will probably be dozens of first-class games giving *Ridge Racer* a real run for its money, including *Tekken Tag Tournament*, *GT 2000* and hopefully *Munch's Oddysee*.

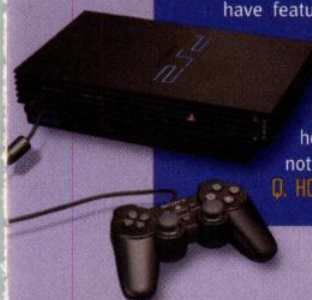
Q. SHOULD I IMPORT A JAPANESE PS2?

A. Because local (PAL) games and local (Region 4) DVD movies will not play on a Japanese PlayStation2, you're better off waiting. It'll cost you a fortune, anyway.



The quirky *Fantavision* was well received, but *Ridge V* was the star.

RIDGE RACER V





[PLANET PLAYSTATION]

screen test

DR HOLLYWOOD IS KNOCKING. CAN
SOMEONE LET THE MAN IN,
PLEASE?

DINO CRISIS

→ "An experiment to save the future unleashes the horrors of the past."

→ The Director
David Fincher (*Seven*, *Fight Club*)

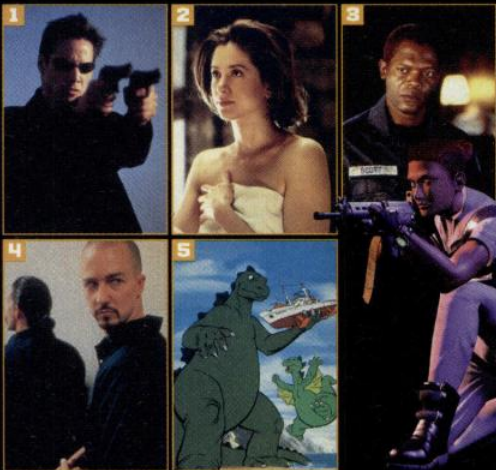
The Plot

Brilliant renegade test-tube jockey Kirk has his research into a new form of clean energy thwarted by the government. He fakes his own death and sets up a private facility on a remote island. A team of three special and elite agents parachute onto the island. Their mission: find Dr Kirk, discover the nature of his experiments and bring him back alive. Slight problem: Ibis Island appears to be inhabited by homicidal dinosaurs. Might the monsters be some kind of terrible by-product of Kirk's fiendish tinkering? Could be...

→ The Pitch
It's *Jurassic Park* for grown-ups.

Green Light or Development Hell?

There's maybe a whiff of Development Hell about this one, despite the players. After *Seven* and *Fight Club*, Fincher would be perfect to transform the straight-to-video feel into something sleazy and stylish. Sorvino has proved she can mix up sussed and sassy, and beefy bass-player Keanu more or less squashed the can-he-act? rumours with *The Matrix*. Jackson would be ace as wisecracking hacker Rick and Norton should definitely be given the chance to crank up his precociousness with a bit of a post-millennial Colonel Kurtz. We say: keep it claustrophobic. Stick to the one location — dark, doomy, plenty of panic-button moments. AND DON'T SHOW THE MONSTERS UNTIL HALFWAY THROUGH. And keep the puzzles. Get the audience involved (remember *Die Hard With A Vengeance*?). Oh, and keep the line: "This isn't a joke! We were just attacked by a big-ass lizard!"



The Cast

1. Team Leader Gail — Keanu Reeves (*The Matrix*)
2. Weapons Specialist Regina — Mira Sorvino (*Mighty Aphrodite*)
3. Electronics and computer specialist — Samuel L. Jackson (*Jackie Brown*)
4. Young, but mad, scientist Dr Kirk — Edward Norton (*Fight Club*)
5. Homicidal dinosaurs — Godzilla and, um, Godzooky. Of course (*Godzilla*)



The PSM equation for *Metal Gear Solid 2* is as follows...



Meryl in a stealth suit, plus...



An American city like Los Angeles, plus...



Special Missions intro designed on a PS2, plus...



Integral's first-person mode, equals...



Possibly the most dazzling and engaging game ever. We'll see it at the E3 show.



Metal Gear Solid 2

Naturally the existence of a sequel to *Metal Gear Solid* has never been in question. As far back as *PSM 21*, creator Hideo Kojima confirmed to *PSM* that he was working on a sequel. This will be the Snake's fifth outing thus far — for completists, that means *Metal Gear (MSX)*, *Metal Gear: Solid Snake (SNES)*, *Metal Gear Solid (PlayStation)* and most recently, *Metal Gear: Babel (Game Boy!)*.

But sod all that — it's *Metal Gear* for PlayStation2 that we're after. Despite a tight-lipped Konami refusing to divulge any dirt, *PSM* has managed to glean the following on what Kojima-san has been up to...

* The intro sequence for *Special Missions* was "produced using a certain piece of new hardware", according to Kojima. Yes, you could already own a glimpse of what *MGS2* looks like on PS2.

* Although dropped for the PAL release, the Japanese *Special Missions* (called *Integral*) included a *Quake*-style first-person mode. Despite Kojima's protestations that this was just "an experiment", the wise money is on this being included as a permanent option in the PS2 version.

* Kojima has always admitted, "Hollywood action movies are a big influence". Add on Net whispers about the sequel's potential setting and Kojima's recent meet with *The Matrix* creators the Wachowski Brothers, it looks like *Metal Gear*'s going Stateside for PS2. While some reports have alleged the sequel is based in New York, *PSM* is sticking its neck out and saying that like Kojima, Snake will be taking a trip to Los Angeles for the sequel. That said, John Carpenter's *Metal Gear*-esque *Escape From New York* was better than *Escape From LA* and...

* *Special Missions* also featured a tooled-up Meryl Silverburgh, wearing a close relative of Snake's stealth suit. Post-game sketches for *The Art Of Metal Gear* book show Meryl in exactly the same outfit. We'll stick our neck out again and say you'll be able to play as Meryl on PS2.

* Hideo Kojima will be at this May's E3 game show in LA. *PSM* will also be there to exclusively talk to Kojima-san about *MGS2* AND bring you the first screenshots proper in the following issue! FACT!



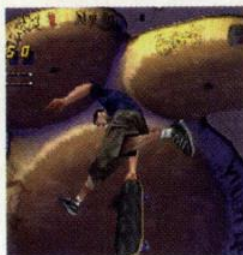


BYTES

Tony Hawk's Skateboarding 2 is in development. "With its all-star line-up of pro skaters and superb gameplay, *Tony Hawk's Skateboarding* set the benchmark for the genre," said Mitch Lasky, Executive



Vice President of Activision Studios. "With *Tony Hawk's Skateboarding 2* we will take the skateboarding category to new heights." One of the more exciting new features is the Skatepark Editor that will allow you to build your own



dream park in real-time 3D. Your best efforts can then be saved onto a Memory Card and shared with friends. Also, you can modify existing skaters or even create your own from scratch.

Gran Turismo 2 is setting sales records. The game sold more than 30,000 copies in its first week of release in Australia, making it the fastest selling game ever. *Gran Turismo* has sold over 280,000 copies in Australia, the biggest selling videogame ever, and over 10 million worldwide. The PlayStation console also recently notched up sales of over 1.5 million in Australia.

Top PC joystick maker ThrustMaster has announced it will bring its expertise to the console arena.

Ubi Soft will develop games based on Disney's upcoming animated feature film, *Dinosaur*, due out at Christmas.

Fatboy Slim and Kid Rock will feature on the soundtrack to Infogrames' fighting adventure *Gekido*. *PSM* should have a review next month.

Commanding Attention

Strategy buffs can soldier on

Console owners soon stand to have their very own slice of unique commando action, the sort that's only previously been available to PC gamers. Spain's Pyro Studios has enjoyed worldwide success with its real time tactical hit *Commandos* on the PC, and now the sequel is heading to PlayStation2. The game features an infectious blend of convincing World War II based real-time strategy mixed with healthy lashings of tactical action.

The new release will be based on the same WWII gameplay as the earlier titles, which sees you as a team leader in charge of up to eight highly elite troopers who each specialise in different areas of tactical warfare. Mission assignments will include such tasks as military ambushes, covert rescue operations, and successful invasion of fortified enemy bases. Each character's abilities need to be utilised to their fullest for the success of each mission. The marine's ability to scuba dive,

the driver's fetish for heavy tanks, the sniper's love for tickertape parades (only kidding), and the others with their skills will all be called for at some stage during the missions. The 'when' is up to you, as mission briefings are simply handed down with a single objective, offering you full control of your team's individual actions.

Ample improvements have been made over the original, offering players greater interaction with the environment, a higher level of graphical detail over larger maps, and a new feature which allows players to enter buildings and negotiate them in full 360 degrees, climbing stairs, moving objects and opening windows and doors. At the moment everything else about it is 'top secret', just as you'd expect from a standard intelligence operation such as this one. We'll have our spies keep an eye on it from now on, but the tip is that *Commandos 2* could be a PS2 launch title.



Only previously available to PC gamers, *Commandos* is in training for a PlayStation2 port. Expect lots of tactical action.

No Time To Lose

A NEW SHOOT 'EM UP TITAN LOOMS



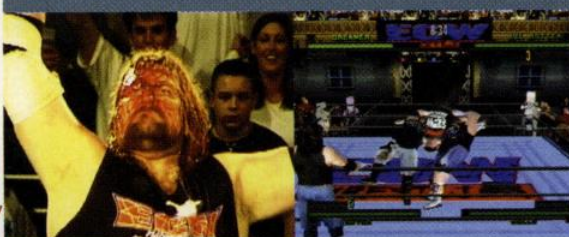
It's official: the long awaited PlayStation sequel to monster G-Con shoot 'em up *Time Crisis* will be called *Time Crisis: Project Titan*. And you won't have to wait long — the game will be out in May. The game is developed specifically for PlayStation — it is not a conversion of the arcade's *Time Crisis II*. Details are still scarce at the moment on this potentially explosive title, but *PSM* will bring you more next issue, including an interview with developers Namco in Tokyo.



It's going to be a blast: character sketches of *Project Titan*.

WWF With Weapons

ULTRA-VIOLENT WRESTLING COMING TO PLAYSTATION



Don't try this at home kids, you could grow up looking like this.

ECW Hardcore Revolution promises to be the most extreme wrestling game the PlayStation has ever seen. It's the latest in a long line of grappling titles from Acclaim, who recently invited *PSM* to New Orleans for a taste of the live experience. We tasted blood splashed from a ring where Lycra-clad loonies battered each other with wooden tables, steel chairs and baseball bats — and that was just for starters.

Headline matches involve taking barbed wire, forks, pizza cutters and staple guns to your opponent's face and head. Although admittedly choreographed, it's strong stuff and makes WWF look positively fey. Some might say this is perfect for a game and it's coming to PlayStation very soon.

Acclaim has tried to sim as much of ECW's violence, bad language and gore as possible. "ECW has all the ingredients videogame wrestling fans want," reveals Acclaim president Gregory Fischbach. That'll be violence, violence and more violence then. Expect *ECW Hardcore Revolution* to weigh-in with a 15-plus rating this month.



We Aim To Please

The sequel to last year's smash hit *Syphon Filter* is nearly here and *PSM* is giving readers the chance to win an exclusive *Syphon Filter 2* pack, courtesy of the kind folks at Sony.

The packs include a copy of the two-disc game, a *Syphon Filter 2* Mag Lite torch, and a PC disc with hundreds of images and artwork from the game.

To win, tell us in 15 words or less how you would use your *Syphon Filter 2* Mag Lite if you were a winner. Write your answer along with your name, address and telephone number on the back of an envelope and send entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028, Australia. Competition closes April 30 and winners will be announced in the June issue of *PSM*.



Gabe has a good selection of moves.



Exciting videos between missions.



There's loads of shoot 'em up action.



And the stealth element is realistic.



SPIDER-MAN

Spidey Swings Onto PlayStation

Spider-Man.
Spider-Man.
Does whatever a
spider can

The coolest comic character is about to spin his magic web on PlayStation, and our spider senses are tingling at the prospect. *PSM* caught up with Chad Findley, lead designer at *Spider-Man* developers Neversoft. Chad says he's happiest with "just being able to be Spider-Man. Swinging and crawling around..." He pauses. "Too cool."

Neversoft recently oiled into the spotlight by dint of creating *Tony Hawk's Skateboarding*. Chad said after the success of *Tony Hawk*, working on *Spider-Man* is a thrill. "I grew up picking up Spidey comics every week. When we were approached, we knew it would be a difficult game to put together, but we also knew that if we could pull it off, it would be one of the newest, coolest things around."

Cool it might be but actually capturing the essence of Spider-Man in polygons was a harder task than originally thought. "We've mainly spent our time just trying to get the control and gameplay down. After all, a guy who can crawl on walls, swing from building to building, lift ten tons on a good day and avoid danger with 'spider senses' requires a very deliberate focus."

That focus has meant turning one of the world's greatest comic characters into a full on 3D action/adventure – something that requires a good

game engine. Thankfully, Neversoft had one that'd just worked a treat... "It's basically a modified version of the *Tony Hawk's Skateboarding* engine," confirms Chad. "We've added a different physics engine, some cool Bezier curve effects, wall-crawling and swinging stuff, etc... Being able to make Spidey swing and crawl around the environments fluidly is the coolest thing. The day that we could pick up the controller and make Spidey leap off a skyscraper, fire a web and swing hundreds of feet across the skyline, then stick to the wall and climb up to the next rooftop was when we felt that we had finally put the real Spider-Man in the game, and we were stoked!"

The animation is smooth as silk webbing, and the action comes thick and fast. With a cast including classic villains like the Lizard and the Rhino, this is no slap-dash, licensed money-spinner.



Our spidey senses are tingling with excitement.



Thrasher:
Skate and Destroy

VS

Tony Hawk's
Skateboarding



Skaters have been long starved for a worthy game that they can call their own. Now they have two...

Thrasher Skate and Destroy	Game name	Tony Hawk's Skateboarding
\$89.95 (NZ\$99.95)	Price	\$89.95 (NZ\$99.95)

Thrasher magazine is the skateboarding bible, so you can rest assured that what's in the game is skateboarding in its purest form. It's a challenging game that features more realistic trick-based gameplay. A wicked soundtrack tops the game off.

The low-down

Bliss. Many of skateboarding's current batch of superstars feature in the game, including of course, the greatest of all-time, Tony Hawk. With a more arcade feel than *Thrasher*, tricks are less realistic but much more spectacular.

The game would be more enjoyed by hardcore skaters with patience. It offers a longer lifespan and the trick system is solid and fun. But with fictitious skaters and dull locations, it doesn't match the mastery of Tony Hawk.

Verdict

Fantastic tricks, environments and challenging gameplay. The tricks and reward system makes this one of the most addictive games ever and should be considered by both hardcore boarders and non-skaters.

Lara Croft Finally Cast

TOMB RAIDER MOVIE COMING SOON AS LARA GOES PLATINUM

Hollywood movie rag *Daily Variety* has let the cat out of the bag as to who will play the role of Lara Croft in the *Tomb Raider* film from Paramount. Angelina Jolie, whose previous films include *Hackers*, *Pushing Tin*, *The Bone Collector* and *Girl, Interrupted* will play videogaming's biggest icon. Jolie has more than a slight resemblance to the digital Lara, with her pouty lips and generous cleavage.

The *Tomb Raider* film's storyline will position Lara Croft as a publishing executive and archaeologist with enough cash to travel around the world. With

Simon West at the helm, the director of *Con Air* and *The General's Daughter*, the film is likely to feature plenty of action. The script, written by the team that wrote *Face/Off*, is complete and production is scheduled to begin within months with a budget of over \$50 million.

Meanwhile, Eidos has celebrated the Platinum release of *Tomb Raider III* by covering Lara Weller from top to toe in silver body paint. Lara fans were able to watch the transformation live on the Internet. We always suspected Lara was too cold and hard.



Angelina Jolie

Lara goes Platinum as thousands of lads from around the world oggle on the Internet.

Pammy Bounces Onto PlayStation

CAN THE PLAYSTATION HANDLE THIS MUCH CLEAVAGE?



It's a bust.. Pammy aims to be bigger than Lara.

Pamela Anderson Lee, amateur film director and one of the world's biggest pin-up models, is PlayStation bound. Ubi Soft has announced that it will bring the hysterically funny TV show *VIP*, starring Pammy, to the PlayStation in November. In the show, Pam plays a girl who finds herself propelled into the role of bodyguard to some of California's biggest stars. The game will be a 3D action adventure, with players controlling Pammy as she attempts to protect her client with a range of "outlandish" weapons. Ubi Soft says *VIP* is aired in 60 countries and "according to statistics, it is the most popular show among American teenagers". Which only goes to show how dim our American chums are.



Survival of the Triggers

Another evil game with a gun

After months of waiting for *Resident Evil 3 Nemesis* to lurch on to our shores, yet another *Resi* is about to invade our nightmares. *Resident Evil Survivor* (retitled from the Japanese *Biohazard: Gun Survivor*) is essentially *Resi* crossed with *Time Crisis* – instead of facing Raccoon City's residents with only a Dual Shock for protection, you now use a G-Con 45.

As well as emptying hot lead into the zombie massive, the lightgun also controls your character. Point the G-Con away from the screen and a squeeze of the trigger sets you moving forward, with the side barrel buttons moving you left and right. Double taps of left and right will enable a swift 180 turn, a double squeeze of the trigger lets you walk backwards while an extra squeeze will get you running. It's not exactly analog control but compared to the on-rails action of *Time Crisis*, it allows an independence not previously encountered in lightgun blasters. Point the gun back on-screen though and it's limb-splattering mayhem as *Survivor* enables you to target zombies with specific body and head shots, zombies showing the appropriate damage as you fire. Groovy.



Resident Evil Survivor will feature limb-splattering mayhem.

Survivor is the story of, well, no one knows. The game's hero is an unnamed man who has lost his memory due to a helicopter crash – a crash that has landed him in a certain T-Virus-riddled town in the Midwest. He picks up a gun and, attacked by a zombie, uses it to fight while he stumbles around, picking up clues to his real identity and inevitably offing undead assailants. The action takes place in such diverse settings as casinos, arcades, theatres and churches, each holding such familiar *Resi* elements as keys, ammo and health plants but more importantly, clues to our fella's true identity.

Resident Evil Survivor might not be *Resi 4* – that has already been confirmed for PlayStation2 by creator Shinji Mikami – but after an exclusive preview, *PSM* can attest it's a more-than-worthy addition to the canon. Loading times have been improved since *PSM* last played the game at last September's Tokyo Game Show, the storyline is well-paced and promises even more twists as it unravels, and despite the puzzles being simpler than usual, the game generates genuine tension: the soundtrack taking a turn for the spooky as zombies enter the room, prompting you to move fast and shoot faster or end up as a zombie's brunch. Add on familiar elements (*Resi 2*'s Licker monster returns as do other lost cast members) and *Survivor* is a blast.



DUMMY SPIT

WHAT'S IN A NAME? ASKS RICHIE YOUNG...

This Is Soccer. If it's in the name it's in the game, right? Err, I beg to differ.

After playing these 'simulations', names like these just don't seem to sit right with me. What really irks me is that *FIFA* sells faster than a box of band-aids at the Extreme Games. It's off the shop shelves and sitting in PlayStation's around the world way before you can even consider crying 'foul'!

Obviously, *This Is Soccer* and the *FIFA* games have their merits. They look amazing and they play silky-smooth. It's a real shame that it stops there. They have horrible gameplay. They're unrealistic. And they're way too easy!

The *ISS* games, on the other hand, concentrate on the proper fundamentals of the world game. It's much more important to get use from all areas of the paddock and developing a coherent service amongst your team members than running the length of the field with your goalie to pot a spectacular goal.

So what if your player is called Ronaldo instead of Ronaldo? Or Djorkaeff instead of Djorkaeff? It's little compromise when you get the infinite possibilities of an accurately represented game.

So your passes hit your striker less times and celebrating goals becomes far more rare, but when was the last time you ever saw such a brilliant solo performance happen on a real soccer pitch? And when did you ever see a goal nailed from 25 metres out with a bicycle kick?

To date, *ISS Pro Evolution* is the most realistic simulation ever, and it's got the office hooked. Some games might look stunning visually, but play like dogs. Don't be fooled by their glossy exterior. I want to get the best possible game whenever I open up my wallet. Who wants a Ferrari with a '76 Datsun engine under the bonnet?

A Gold Medal Performance

ELIDOS' GOING FOR GOLD WITH OFFICIAL OLYMPICS GAME

Eidos' official Olympics game will sport commentary from some of Australia's best-known sports identities. With an international release, numerous vocal 'localisations' have been recorded around the world. Tracey Holmes, Bruce McAvaney and Pat Welsh have all lent their silky voices to the project, which is set to have the game sounding just as authentic as it will look.

Tracey met with *PSM* to share what it was like recording for the title. "It's really different because you have to imagine it happening, as you're not able to physically see it. That's actually quite hard so I've had to imagine the video that I was shown, which helps me piece how it will all come together," Tracey said.

And while reading line after line of commentary is no mean feat, Tracey is keen to get involved in other gaming projects further down the track. "All up, I had to read 230 pages. I know the Olympics is only every four years, but I hope

these videogames continue to roll around as they're just as much fun! I'd definitely be keen to do it all again."

Tracey was astounded at the game's visuals. "It's looks absolutely brilliant. When I saw the weightlifting characters they were so life-like and they were making facial expressions! This is really going to go off in the athletes village!"

Tracey concluded with a strong endorsement, "The game comes out in August ... so I just hope that the Olympics are able to live up to the game!"

Go for gold!



Warming up for the Olympics.

Thunderbirds Are Go!

WE HAVE LIFT-OFF ON PS2



The *Thunderbirds* are heading to PlayStation2 in 2001.

Cult puppet show *Thunderbirds* is bound for PlayStation2. Publisher SCI has secured a deal to publish the *Thunderbirds* game in partnership with the show's creator Gerry Anderson. "Everything points to another enormous success when *Thunderbirds* returns to our screens," said the puppet master himself, currently remastering the original program for a re-issue later this year.

SCI has signed up Deep Red Games to develop the title, which is currently being billed as a strategy action game. The good news is it will be appearing on PS2, so expect this version to be a little more advanced than the original show. The bad news is that we won't be seeing it until autumn 2001.

Joint MD of Deep Red, Kevin Buckner, observed, "It's one of those titles that comes along once in a blue moon and our development team can't wait to get started. They're already quoting characters from the show and walking slightly strangely!" With a creative team of 30 people on board and a strategy game remit, it'll be interesting to see how they make the most of the license and the new console.

Other SCI projects include *Titanium Angels*, also for PS2. Set in an alternative future, bounty-hunting chick Carmen Blake crash-lands on an inhospitable planet and has to battle her way home.



orient express

Latest news from the streets of Tokyo...

Sony Squares Up! Will Legend of Dragoon provide the ultimate fantasy?

Spread over four CDs, *Legend Of Dragoon* will provide hundreds of hours of adventuring.



Combat is a mixture of turn-based orders and action.

Three years in the making. One hundred full-time staff and 300 credited contributors. Hardware stretching effects. Some of the finest CGI ever seen, backed up by engine cut-scenes and genuine spoken dialogue. Hundreds of hours of adventuring, spread over four CDs. *Legend Of Dragoon* could be about to make the word 'epic' look inadequate.

Sceptics who thought Sony would neglect the PlayStation in the build-up to PS2 can think again, too. This is an

entirely in-house project, drawing on all of the expertise of their programmers and artists to push the console to new limits. The results may have paid off.

Yes, we're deep in role-play territory, with monsters to battle and a bizarre fantasy cosmology to comprehend. The world has seen many conflicts among its 108 evolving races (humans are 106th, incidentally) but the tide is turning with the ascendance of Dragoons, humans able to absorb the spirits of dragons.

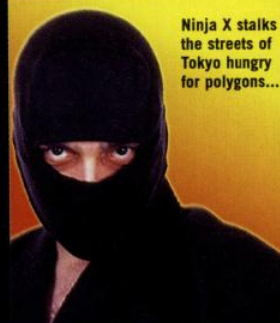
Combat is a mixed bag of turn-based

orders and action, with a combo system offering dexterous players the chance to deliver something more sophisticated than their basic attack. Magic spells can also be discovered and learnt, delivering effects similar to the Espers Materia Guardian Forces of *Final Fantasy*. Indeed, Square's series was undeniably a major influence.

The game has just been released in Japan and with a US launch on June 13, a local release is 99 per cent certain. We can't wait.



Otaku Youth



Ninja X stalks the streets of Tokyo hungry for polygons...

Online shopping in this country might still be the province of trendies and those oblivious to credit card fraud, but Sony's move into e-commerce is already apace here in Japan with PlayStation.com, and it's laying foundations for the way we buy and play games.

The site provides hardware and software online, cutting out the middle man and delivering titles straight to your door. The Sony brand extends to DVDs and audio CDs, of course, and by making these available through the same site, Sony seems to be underlining its intention to market PS2 as a full home entertainment system rather than just a console. Another aim is to provide a personally tailored service, based on your previous purchases and expressed preferences. In theory, it could even spot your predilection for obscure Japanese fishing titles and let you know, the moment you log on, that *Super Temazepam Big Bass Holocaust IV* is briefly available in a collector's edition nori wrapper. In the bigger picture, though, it's e-distribution that's at stake. That means downloading digital content, be it music, films or software, directly to your home console or PC and cutting out many of the costs involved in getting a game to the shelves. Thinking ahead, Sony has already devised a new royalty structure enabling third parties to benefit from this move into e-commerce. Imagine turning on your TV and perusing PSMs demos of the day. Ten minutes later you've charged one to your Sony account and you're playing the full version - all for less than the price of a Platinum range title.

Ninja X

Dragon Quest VII

Developer: **Enix**
Japanese release: **May**
Australian release: **Not announced**



Unfortunately, Enix's long-awaited *Final Fantasy*-beater has been delayed again. Its importance is not widely appreciated in the West, but *Dragon Quest* was once the most popular RPG in Japan. The high expectation alone has presented Enix with a tricky development dilemma, however. The longer it spends polishing *DQVII*, the more likely it is to disappoint.

Chocobo Collection

Developer: **Square**
Japanese release: **Out now**
Australian release: **Not announced**



In honour of its mascot's 10th birthday, this three-disc compendium features two earlier bird-brained releases, *Chocobo Stallion* and *Chocobo Racing*, plus a third specially-created title, *Dice De Chocobo*, a board game in which you charge rivals for stepping on your patch. A four-player option adds fun as you earn crystal points, play the property market and pick up attack items.

Rescue Shot

Developer: **Namco**
Japanese release: **Out now**
Australian release: **May**



More *Point Blank* than *Time Crisis*, this latest Namco sharpshooter charges you with protecting Bo, a dog who loses his memory after a fall. You must pick off the enemies and obstacles that threaten your charge as he wanders cluelessly from place to place. If you can't dislodge stepping stones from the environments, an occasional cork bullet to the rump will prompt Bo to leap over pitfalls.



Dengeki Charts*

Top 5 - Readers' Favourites

1	Final Fantasy VIII	Square
2	Biohazard 3	Konami
3	Gran Turismo 2	Sony
4	Monster Farm 2	Tecmo
5	SaGa Frontier 2	Square

Top 5 - Sales

1	Gran Turismo 2	Sony
2	Valkyrie Profile	Enix
3	Momentary Electric Railway V	Hudson
4	Muscular List Vol. 1	Konami
5	Crash Bandicoot Racing	Sony

Top 5 - Eagerly Awaited

1	Dragon Quest VII	Enix
2	Super Robot Taisen Alpha	Banpresto
3	Tales Of Eternia	Namco
4	Gran Turismo 2000	Sony
5	Drum Mania	Konami

*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine.

ADRENALIN RUSH HOUR...



fear effect

"A refreshing yet challenging experience that will be enjoyed by all that dare to try it."

Official Australian Playstation Magazine

"Better than The Matrix"

PlayStation



Proudly distributed by
OziSoft
Pty Limited

Featuring for the first time **MOTION FX** Technology



EIDOS
INTERACTIVE
eidos.com



Hmmm, crap games. You know the ones. Like *Cyber Tiger*, *Power Serve Tennis*, *Big Air* and *Attack of the Saucermen*. Yucky poo. Here's 100 things to do with them...

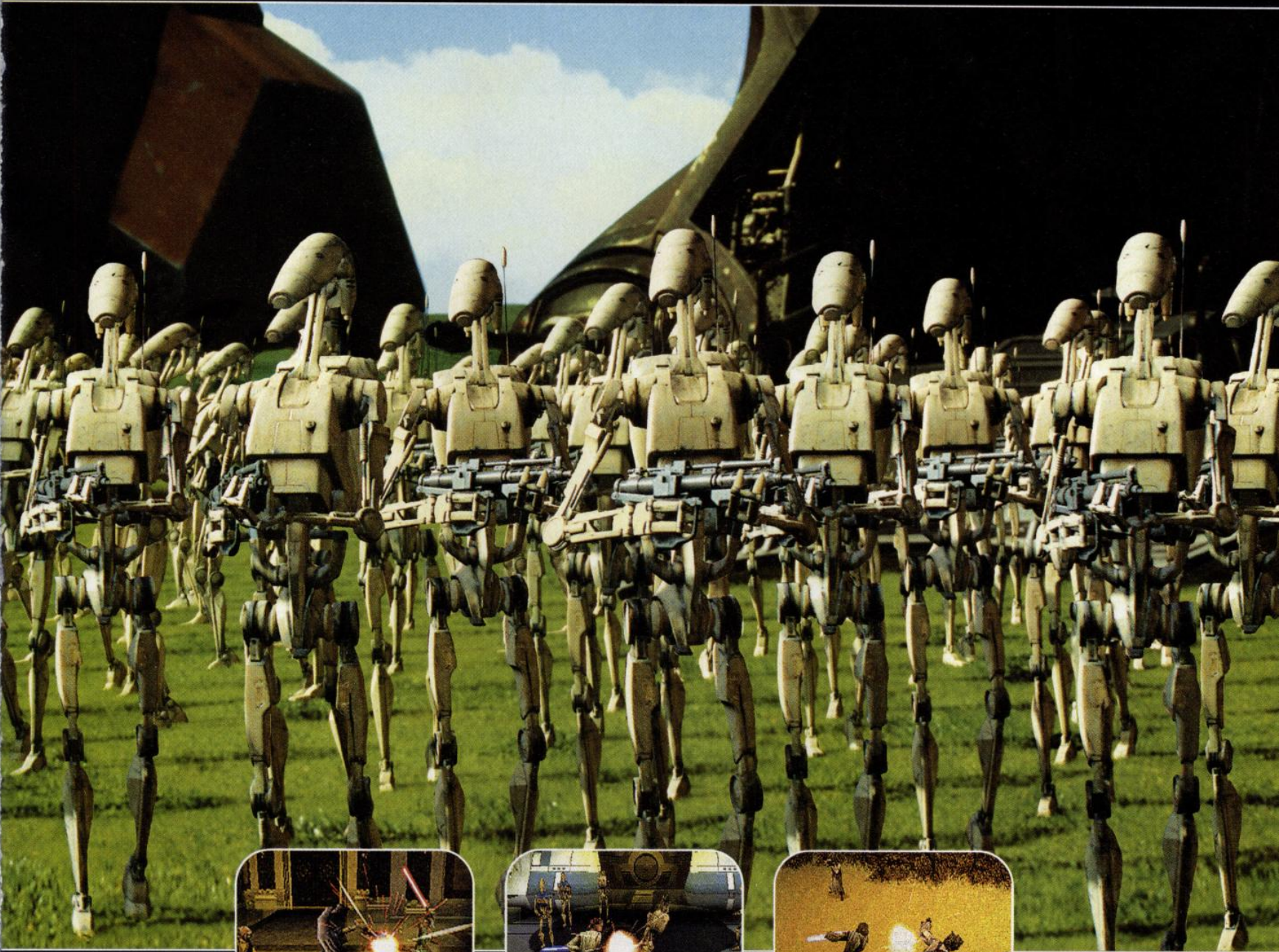


a ton of stuff...

- 01** See how many scratches you can make on the black side of the disc before it stops working.
- 02** Use it as a Frisbee.
- 03** Use it as a drink coaster.
- 04** Return it to the store and exchange it for a good game.
- 05** Send it back to the publisher asking for your money back (you probably won't have any luck).
- 06** Send it back to the developer with a note saying "You Suck!"
- 07** Give it to someone you don't like as a birthday present.
- 08** Swap it for a good game with a dumb friend and then refuse to swap it back (this is low).
- 09** Sell it to someone really, really stupid (low, but funny).
- 10** Go to a playground and take advantage of a young kid (cruel, but funny).
- 11** Put the game disc in a *GT2* case and swap it (very cruel, but very funny).
- 12** Get out in the sun and put a magnifying glass on it and melt the bugga (smelly).
- 13** Throw it on the fire (also smelly).
- 14** A blowtorch is fun, too.
- 15** Dropping it off a really tall building is very satisfying.
- 16** Throwing it off a cliff also works.
- 17** Down a mineshaft is also good.
- 18** A deep, dark unused well could also do the trick.
- 19** Run over it a few times.
- 20** Run over it a few times in a truck.
- 21** Run over it a few more times just for the hell of it.
- 22** Run over it with a ride-on lawnmower.
- 23** If you don't have a ride-on lawnmower, just mow it down with your standard Victa.
- 24** A Whipper-Snipper may also work.
- 25** Write into *PSM* expressing your feelings about the game — you'll feel better and maybe even get your name and opinion printed.
- 26** Use it as a dartboard — through the centre hole is double points, smashing a hole in the disc itself is triple points.
- 27** Write *Metal Gear Solid* on the game disc in text. It won't transform the game, but it might make you feel better.
- 28** Boot the game, close your eyes and just pretend you're playing *GT2* instead.
- 29** Give it to the local op shop.
- 30** Take it to Cash Converters and see how you go.
- 31** Cut and paste bits of the manual for your "It Should Be a Game" entry.
- 32** Beg Kmart to give you an exchange voucher.
- 33** Insert a small nuclear device in the CD hole.
- 34** Bag out your N64-owning friends. You'll feel better.
- 35** Put it away to play later on your PS2. At least the graphics might look a little bit better.
- 36** Make a decorative necklace out of the CD.
- 37** See if there are any decent music tracks to keep it for.
- 38** Chuck it in a pool and pretend you're diving for treasure.
- 39** Pop it in a bottle with an obscure note and throw it into the ocean for some mystified Indonesian to pick up.
- 40** Send it to your sponsored child in Africa.
- 41** Send it to someone else's sponsored child in Africa.
- 42** Send it to any disadvantaged child anywhere in the world.
- 43** Make a mobile for your games room.
- 44** Construct an attractive wall partition.
- 45** Lots of crap games glued on the wall makes for original wallpaper.
- 46** Melt the disc and make a fruit bowl.
- 47** Run a classified ad asking for people to swap the game for *Metal Gear Solid*. Hey, it's worth a try, there's a sucker born every minute!
- 48** Watch it go into a garbage compactor.
- 49** Make a CD clock and try to flog it at your local art and craft market.
- 50** Use it as an attractive belt buckle.
- 51** Send it to Nintendo and attach a note saying, "this is what a game looks like".
- 52** Make cool earrings.
- 53** Use the game box as an ashtray.
- 54** Pop it in the oven and see how long it takes to melt.
- 55** Write a letter expressing your feelings to the software company on the CD instead of paper.
- 56** Send it back to the developers with a ransom note attached.
- 57** Throw it in your fish tank for your goldfish to have something to look at.
- 58** Make a placard out of the game manual and demonstrate outside your local games store.
- 59** Give it to someone with bad taste. They might enjoy it.
- 60** Replace the cover with that broken one in your collection.
- 61** Conduct a game throwing contest at your local park and charge \$2 a throw.
- 62** Bury it in your backyard for your dog to dig up.
- 63** Seal it up in a time capsule for future generations.
- 64** Pop it in a glass for the tooth fairy. You might get 50 cents...
- 65** Leave it out for Santa with his milk and biscuits.
- 66** Give it to your garbo for Christmas.
- 67** See how far the disc can roll down your street.
- 68** Put it in the kitty litter.
- 69** Give it to your sister so she can't say you never give her anything.
- 70** Auction it off on e-Bay.
- 71** Use it as a line weight for deep-sea fishing.
- 72** Try and get it shot up into space so it can be the furthest man-made object from Earth.
- 73** Start an "I Hate *Cyber Tiger/Big Air/Saucermen etc*" Internet site.
- 74** Start an "I Hate *Cyber Tiger/Big Air/Saucermen etc*" chat room and meet like-minded people.
- 75** Play golf with it (especially *Cyber Tiger*).
- 76** Mail it off in a brown paper bag with a ticking clock so it will be blown up by disposal experts.
- 77** Sneak it inside a building that's about to be demolished.
- 78** Go to work on it with a hammer.
- 79** Go to work on it with a sledgehammer.
- 80** Go to work on it with friends, also with sledgehammers.
- 81** Drop some powerful acid on the disc.
- 82** See a therapist to try and get over the pain and anxiety.
- 83** Meditate and try and believe that karma will come back on the developers.
- 84** Put it in a coffin, dig a deep hole and bury it.
- 85** Use it like a clay pigeon in skeet shooting.
- 86** Put it over the heart of a target at the rifle range.
- 87** Put it on the bull's-eye at the archery range.
- 88** Throw it into the closest nuclear reactor.
- 89** A blast furnace is also cool.
- 90** Melt it down and make some modern art.
- 91** Try and sell your art for more than you paid for the game.
- 92** If no one buys it, donate it to a museum/art gallery.
- 93** Complain to the OFLC and try and get the game banned for being offensive to players.
- 94** If that doesn't work, write to your local MP.
- 95** Go on talkback radio and bitch, bitch, bitch.
- 96** If they won't let you on, just pay the announcer. Works every time.
- 97** Break your controller.
- 98** PlayStation and TV in a fit of rage and sue the game's developer for damages.
- 99** If that doesn't work, try to claim that it gave you epilepsy. Or Repetitive Strain Injury.
- 100** Film/tape a public service announcement warning others to steer clear. Channel 31 will run it — they run anything.
- 100** Just throw it out and try and forget about it.



DESTROY ALL YOU WANT. WE'LL MAKE MORE.



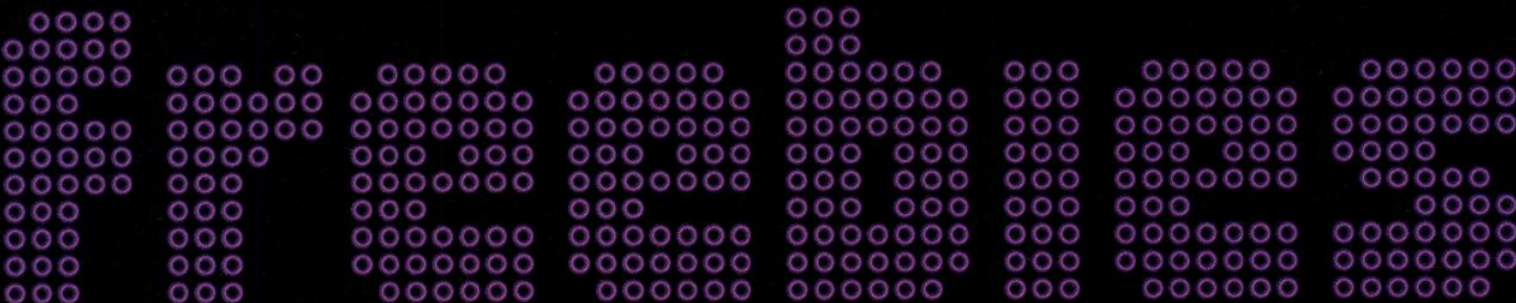
Tread not where you are unwanted. Or pay the ultimate price. If sheer numbers are not your downfall, alien creatures and mysterious opponents of unfathomable strength surely will be. But, wise Jedi, the choice is yours. Enter at your own risk.

STAR WARS — EPISODE I — JEDI POWER BATTLES

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Galaxy Quest

Wow! Now, how are we ever going to describe what kind of movie *Galaxy Quest* is? Well, it has sci-fi, there's space travel, it's funny, and there's a whole bunch of action. So, we guess it belongs in the science-fiction-action-comedy basket! With a fantastic all-star cast including Sigourney Weaver, Tim Allen and Alan Rickman, *Galaxy Quest* sees a cast of TV astronauts flung into the outer reaches of the galaxy by a race of real-life aliens called the Thermians. *Galaxy Quest* opens nationally on April 6. PSM has 20 double passes to give away, so get your entries marked "Out of this World" to us by April 13.



Bored No More



How good are snowboarding games gonna get? The fourth *Cool Boarders* game is now upon us and we couldn't be more excited. The fine folk at Sony have given us five limited edition *Cool Boarders* packs. Each pack contains a copy of the game, a press pack usually reserved for us 'industry' types and a seriously stylin' beanie. And with winter just around the corner, you won't want to do without one of these. For your chance to own one, just name the development team behind *Cool Boarders 4* on the back of an envelope and send to "Cool as a Cucumber".

Feel The Spirit

This Is Soccer can probably be put down as the most visually spectacular soccer sim to date. Five lucky readers will each receive a copy of the game as well as a signed playing strip from National Soccer League team Northern Spirit. The tops look fantastic and may very well become true collector's items one day, especially if Spirit can climb to the top of the table. Name one player from the Northern Spirit team to be eligible to win. Send your entry to "Soccer Rules".



GO-GO

PlayStation2 and DVD technology has already begun to revolutionise home entertainment around the world. Don't want to be left behind? Then this is an excellent opportunity to get on the wave. Columbia Tri-Star DVD is giving PSM readers the chance to win one of five *GO* DVD packs valued at \$119.95 each. *GO* is the new frantically paced movie from Doug Liman. Each pack contains a Collector's Edition of *GO*, the movie's soundtrack and a handy little watch to keep you on time. Only bother entering if you're over 15, and you'll need to tell us one of the stars of the movie. Address entries to "GO-GO".



The Winning Look

EA has kindly donated some wicked new threads for you to strut about in. PSM has two limited edition EA letterman jackets and a long-sleeved polo top that would be just as ideal to wear while playing your favourite EA game or when you want to hit the streets for a night out. Each top is also partnered with an EA Sports Frisbee, which is just the thing for a day at the beach. Tell us which former Olympian is on the cover of *Knockout Kings 2000*. Address entries to "I Wanna be a Sports Star". The first three correct entries drawn will win one of these tops and the choice of top will be determined by the order in which it's drawn.



COMP WINNERS

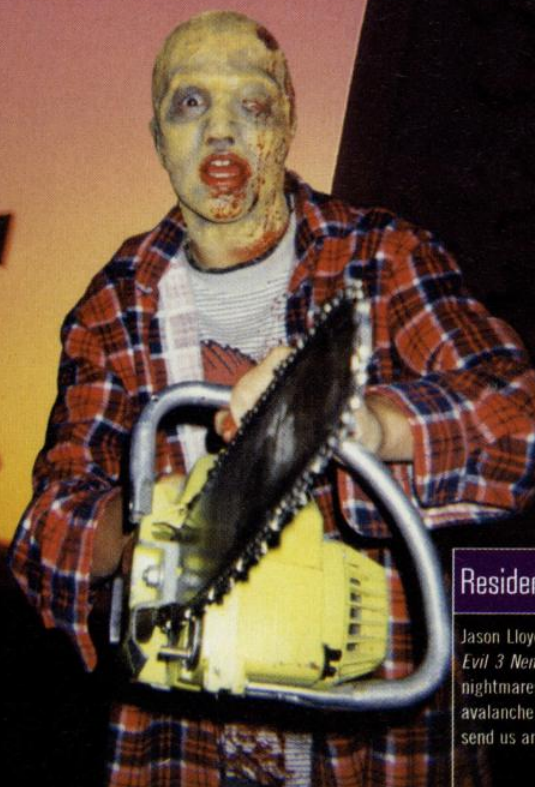
Oddworld Prize Pack: Matt Clegg (WA)
PocketStation: Rebekah Eastwood (WA)
Le Mans 24 Hours: Lewis Grieve (SA)
EA Summer Fun Packs: Rogan MacDonald (Qld), R. Smith (SA), Craig McMullen (NSW), Lance Phillips (Vic) and Allan Stuart (NSW).
Tomb Raider: The Last Revelation Pack: C. Richards (WA)

HOW TO ENTER

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close April 26 except *Galaxy Quest* which closes April 13. Good luck!



Jason spent three hours in the make-up chair before his transformation into a zombie so terrifying even Jill Valentine would jump out of her crop top.



Resident Freak

Jason Lloyd (SA) has won our one-of-a-kind, framed *Resident Evil 3 Nemesis* artwork. Half of the PSM team is still having nightmares of Jason wielding a chainsaw after he sent an avalanche of photos and threatening demands. Please don't send us any more pictures, Jas, the prize is yours!



Peter Smith (NSW) went to a cemetery for this great shot, and wins *Nemesis* from Ozisoft.



We hope Fawn Godall's (Vic) poor cat survived the photo shoot. A zombie's got to eat sometimes...



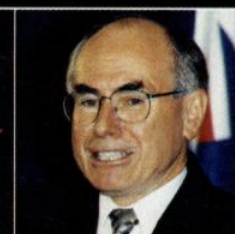
Marc Maziero (SA) was dying to get his hands on the *Res Evil* artwork.



Brinn Jackett (NSW) sent photos of his own personal army of the undead.



Chris Iredale (NSW) didn't want to dress up, so drank up instead and quickly turned into a zombie.



Ben Rogers (WA) believes there is no more frightening figure than Australian PM John Howard.



Look up in the air! Is it a bird? Is it a plane? If you've managed to get your craft off the ground it is... High-flyer **Steve Polak** takes to the skies in search of the best flight sim ever.

Flight Of Fancy

PHOTOGRAPHY SARAH CALLISTER

the BEST flight sim EVER

ACE COMBAT 3: ELECTROSPHERE

GAMEPLAY In this excellent latest instalment in the series you get to pilot a number of impressive modern fighter aircraft, and you must quell a conflict between two major corporations.

INTERFACE The game isn't as easy to pick up and play as some PlayStation games, but in the flight sim genre this is normal. A superb effort all round.

VISUALS Amazingly realistic. The jets look like their real world counterparts, and there are some great vapour trails and explosions.

SOUND Even though the techno is a little out of place at 20,000 feet, the music is okay.

LONG-TERM Lots of missions, lots of variety.

OVERALL This game is so far ahead of the competition it is not funny.

WARHAWK

GAMEPLAY Big bosses, lots of weapons and a surprisingly nimble aircraft made this game one of the better play options when the PlayStation was released.

INTERFACE Flying this futuristic fighter craft is a joy. You can really shift your craft about the place fast, especially if you like strafing.

VISUALS Okay, so the visuals have dated terribly, and the pixelation is bad, but for its time this game was a winner.

SOUND Some good explosions and laughable dialogue during FMV intros.

LONG-TERM Plenty of missions, but you will get through it in a day.

OVERALL It has aged, but this is a good one if you can fish it out of a bargain bin.

BLACK DAWN

GAMEPLAY Pilot a super powerful helicopter into a number of challenging hotspots. There is a lot of ground attack, and quite varied mission objectives.

INTERFACE This game is easy to get into, has heaps of weapons, and really deserved more attention than it got when released.

VISUALS Again these are starting to age, but they are still functional.

SOUND A thumping soundtrack helps keep your adrenalin going.

LONG-TERM There are 32 missions, and the later ones are real hard, so there is some value here.

OVERALL A great chopper sim if you like the egg-beaters.

INDEPENDENCE DAY

GAMEPLAY Boy, doesn't this game suck! Annoying invisible walls restrict the playfield, your fighter is hemmed in by the alien ship overhead, and the combat is very dull and simple.

INTERFACE Your fighter is easy enough to control. The problem is the playfield, which is very poorly designed.

VISUALS Jerky animation and terrible design makes this one a dog to look at.

SOUND Okay, but really not good enough to justify playing a game with so many other faults.

LONG-TERM You just wouldn't bother, as the gameplay is too poorly conceived.

OVERALL Big pile of stinking green alien puss, this one.

GUNSHIP 2000

GAMEPLAY A realistic game which sees you fighting in the Persian Gulf and Europe. There is some good well-judged gameplay to be had here if you have a hankering for a more serious helicopter simulation.

INTERFACE More fiddly than it should be. It shows its PC lineage by being a little less user friendly than many would like.

VISUALS Again this game is playable enough, but looks rather old and dull compared to more modern titles. The aircraft are based on real world models and look merely adequate.

SOUND Minimalist and a bit dull really.

LONG-TERM Not an easy game to get the hang of, but a fairly rewarding one if you have the patience.

OVERALL This isn't the most accessible sim out there, but the gameplay is well-balanced and there are plenty of missions.

AIR RACE

GAMEPLAY The idea is perhaps too simple. Think *Crash Team Racing* in the air and you're halfway there. There are pick-ups, you can't crash properly and the game lacks depth.

INTERFACE The aircraft are very easy to control, although for some reason the game doesn't support analog control. You must cover a course the fastest and outfox the other racers.

VISUALS A colourful, unrealistic racing game where you zoom low over crowds and try to blast past other racers. The game does suffer from some slowdown at times.

SOUND Hmm, the music and the voiceovers are both annoying.

LONG-TERM Only four courses seriously limits its long-term appeal.

OVERALL Nice idea, but there is just not enough meat on the bones to justify looking into this game.

R/C STUNT COPTER

GAMEPLAY This novel game sees you flying a remote-controlled helicopter around a number of obstacle courses. There is also a two-player turn by turn mode which is good fun.

INTERFACE It's definitely more fiddly than need be, but you eventually get the hang of the controls, with a little patience.

VISUALS Workmanlike, but somehow it doesn't matter too much...

SOUND The commentary is good even if the American guy does get on your nerves after a while.

LONG-TERM If you have conquered the fiddly training mode you might enjoy some of the more exciting stunt challenges, but many will find this game too odd to bother with.

OVERALL A great idea which is only marginally let down by repetitive gameplay and fiddly controls.

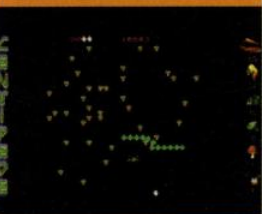


grrr!
power

Million-dollar licenses and re-released retro classics don't guarantee a chart topper.

Bad games. There's a gazillion of them. *Centipede*, *Cyber Tiger*, *South Park: Chef's Luv Shack*, *Barbie Race & Ride*. Unfortunately, what seemed like a good idea on paper didn't transmute very well into a game.

The market is saturated with 'licensed' games and re-released retro titles, and over the years it has been proven time and time again that these formulas aren't a guarantee



that the game will walk off the shelves.

So what's the secret behind a great game? Many would argue originality. And I would have to agree. Okay, so retro titles like *Pac-Man* and *Tetris* are hugely popular a second time around, but that's because they were ahead of their time 20 years ago, and even now developers are hard-pressed to come up with a successor.

The last few years have seen a huge jump in the innovation and originality stakes, with games like *Metal Gear Solid*, *Driver*, *Final Fantasy VII* and *VIII*, and the *Gran Turismo*s, *Tomb Raiders*, *Syphon Filters*, *MediEvils* and *Res Evils* (to name a few) show-casing uncharted territory. Along with bringing about new genres, these titles have changed the face of gaming as we not so long ago knew it — jumping along a scrolling environment collecting apples.

It will be interesting to see what the games industry will be producing in 20 years' time. Perhaps we'll see 'retro' versions released of the last few years' stand-out titles... See you in 2020, Lara.

The Original Shocking Horror Show

Survive Alone with the first Evil

Capcom might own the survival horror genre now with its outstanding *Resident Evil* series, but Infogrames' trailblazing *Alone In The Dark* games were the first to bring a new dimension to horror with its innovative 3D design. And now Edward Carnby is back to reclaim his throne from the S.T.A.R.S. of Raccoon City.

Infogrames' latest will be the fourth in the *Alone In The Dark* series, but is yet to be titled. It should be released on PlayStation before the end of the year.

The game's hero Edward Carnby has ditched his familiar blazers and cravats for a more sinister, trench-coat look. The game is set on a mysterious island, where Carnby's best friend has been killed while investigating strange ancient tablets believed to hold incredible power. But the instant Carnby sets foot on Shadow Island, horrible creatures

hell-bent on putting a stop to his progress assault him.

The game will be visually stunning, using highly detailed, rendered 3D environments like *Resident Evil 3* but with amazing dynamic lighting effects. Carnby throws shadows wherever he walks and must often use a torch to light his surroundings. Light switches will draw monsters in Edward's direction, so using the torch will be essential, and it will certainly add to the fear factor bumbling around the dark and illuminating a corner of a room, only to discover a creature lurking in the shadows. Some of the weapons also fire light-based projectiles. There will be 12 different weapons, and some have up to four types of ammo to use against the supernatural monsters. Different creatures will have different 'personalities' and attack patterns, and Carnby is versatile as well, being able to climb a wall and fire his weapon at the monsters below.



Alone In The Dark's Edward Carnby has donned a trench-coat in his quest to reclaim the survival horror throne.

Turning Japanese BRITNEY TO BOOGIE ONTO PS2

While the Japanese dance sim craze rages, Jalaco has thrown its handbag into the ring with *Stepping Selection*. The PlayStation2 version of its arcade hit, released for the PS2 launch, also packs its own boogie mat. The lino square's long dead, dude.

While over 20 songs from the *Stepping Stage* arcade series will be included, the PAL version will feature a host of new songs — which is where it gets interesting. Apparently, it has licensed tracks from music firms AVEC and BMG, which means the pneumatic Britney Spears and the mighty Backstreet Boys will be gracing a console near you.

Dance along with Spears' chart-topping hit, *Baby One More Time* or the Boys' *Larger Than Life*. But wait! Another popular beat combo's climbing on to the *Stepping Stage*. The superlative Steps emerge from behind the curtain to contribute a version of *Hold On My Heart!* Superb!



Larger than life on PS2 — Backstreet Boys and Britney Spears.



WAY OF THE EXPLODING PIST

FORMAT: COMMODORE 64 AND SPECTRUM

The granddaddy of all beat 'em ups is not *Tekken*, *Mortal Kombat* or even *Street Fighter*. Way back in 1985 Australia's own Melbourne House released this simple and elegant little gaming gem, and it took the C64 and Spectrum markets by storm. The idea was to reach the exhalted status of the Tenth Dan, but it was not an easy task. You beat your opponent by scoring two yin-yang symbols in a bout. Each hit gave you either a full or a half symbol, and more complex moves netted you extra points. There were 16 moves, including somersaults, roundhouses, punches, sweeps, jumping kicks, back kicks and our favourite, the low chop to the goolies. The game offered surprisingly good enemy artificial intelligence, and was a real hoot against friends.

LOST TREASURES
FROM THE
VIDEOGAMING VAULTS
RETRO



confidential

EXCLUSIVE WHISPERS FROM
THE PLAYSTATION RUMOUR
MILL - FOR YOUR EYES ONLY

Following the success of Activision's *Taste the Pain* beat 'em up featuring the Wu-Tang Clan, the company is seeking to do a deal with Latin superhunk Ricky Martin for a sequel. A source at Activision revealed the company has plans to motion capture Ricky performing all manner of devastating moves, including his patented "double arm wave with butt clench".

Either the budgets are getting tight at Hasbro, or it has become a little media shy in the wake of *PSM* reviews like *Centipede* (3/10) and *Pong* (5/10). After repeated requests for a review copy of retro dinosaur *Q-Bert*, *PSM* was told by a PR representative that they were "unable to supply" us with a copy. Could the game be actually worse than *Centipede*?



Just as it prepares to release *Hydro Thunder* on PlayStation, Midway is tipped to bring its next game in the series, *4 Wheel Thunder*, also to Sony's wonderbox. This monster truck/off-road buggy racer looks very promising.

Nintendo has announced plans to counter Sony's PlayStation2 launch in Australia later this year. The company's new weapon in the videogames war is a full colour picture of the new Dolphin console! At a recent press conference, PR honcho Sinji Hirohito announced, "the picture will be released on the same day as PS2. This will enable gamers to buy the picture from limited outlets in Australia, and stare nicely at it until the console comes out sometime in 2001. Or 2002. Or, erm... 2003."

Greetings from Oddworld

PSM catches up with the
Odd Bods

The next chapter in the *Oddworld* series is taking shape and it promises to be a dazzling adventure like no other. *PSM* recently caught up with *Munch's Oddysee* developers Oddworld Inhabitants and grabbed new screenshots of one of the PlayStation2's most anticipated and innovative titles.

According to *Oddworld* President, Lorne Lanning, the game's hero Munch is an entirely different type of creature that will be able to perform all manner of strange moves. "With the Dual Shock controller being packed into the box with the PS2, we can now do things that you couldn't do with a normal controller. But as to how we are taking advantage of it, we're not letting that out yet. I can tell you that Munch is a Gabbit and that Gabbits are amphibious creatures. He only has one leg, so when he's on land, he hops. Put him in the water and he swims like a fish. He has a tongue like a frog and has jaws like a 'gator. He has an interface port implanted into his head, compliments of two surgery-happy Vykkes scientists. He uses this skull port to jack into technology and remotely control robotic devices. Just as Abe possesses living creatures, Munch possesses mechanical devices. He uses his tongue like a flute for

GameSpeak, and he's all about rescuing animals from traps, setting them free, then leading them to places where he can nurture them into bigger and better things that he can then use to his greater advantage."

The hero of *Abe's Oddysee* and *Exoddus* will also star in the game. Munch has a "co-dependent relationship" with Abe, according to Lanning. "Munch needs someone to believe in him. He's like a UFO abductee who returned and no one believes him. Abe will act like he believes Munch's story, even though he doesn't, so long as he can manipulate Munch to help him out and rescue the Mudokon mom. Also, Munch begins the game in a wheelchair until you get him healed, so in the beginning his abilities are fun but limited, and he'll need the help of Abe. The dysfunctional relationship that they share helps them become stronger and more compassionate."

It's more like visiting *Oddworld* than playing a game.

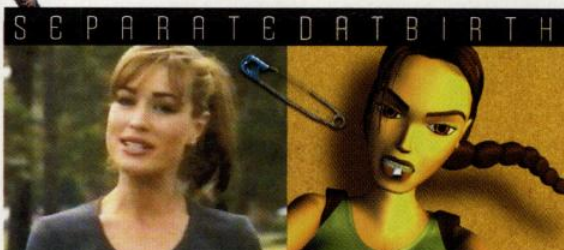
Big Future for Stuart Little Creators

MOVIES AND VIDEOGAMING TO MERGE WITH PS2

Pioneering special effects wizards Sony Imageworks may soon bring its expertise to PlayStation2. Jay Redd (CG Supervisor) and Sande Scoredos (Director of Training) of Sony Imageworks were recently in Australia to address the national Effects and Animation Festival, and *PSM* caught up with them for a chat. Sony's latest movie *Stuart Little* is about to hit Australian cinemas, and its animation is a visual feast. The movie combines live action with special effects, and was a two-and-a-half year project for 30 animators.

Scoredos said, "What we've seen for the PS2 is just going to open up a whole new world. We'll definitely be looking into the gaming development side of things. We're in the process right now of researching it very closely and we're already seeing that the tools in our studio are very complimentary to what's required." Redd added, "The power of the PS2 is phenomenal. I couldn't believe what we were seeing. Actually, months ago we were actually asked to provide some cloth geometry to see how it would perform on the PS2."

Redd also believes that games and movies are already converging closer together. "You can see that gap getting real small. Between gameplay and being totally immersed in a cinematic experience, there'll be very little difference. You look at a film like *The Matrix* and you can see all these camera angles that appear in games and vice versa."

Sony ImageWorks' new movie *Stuart Little* is a visual feast.

PEOPLE THAT MAKE YOU SHOUT, "HEY, ISN'T THAT...?"

NO. 1 CHANGING TOMBS - SUZIE WILKS AND LARA CROFT

There's a fine line between fiction and reality, and we're more than happy to cross it - especially in the case of Suzie Wilks. Every Wednesday at 8.30pm she helps turn somebody's perfectly normal living room into an embarrassing mixture of pantomime pastiche and kitsch chaos. She does so, leaping about the houses in desert boots, shorts and T-shirt with ponytail swinging and ample chest dancing. She talks with a posh accent, she knows a bit about antiques, she IS Lara Croft. Why isn't our very own Room Raider being considered for the *Tomb Raider* movie?



Pub Ammo

MONOLOGUES TO CONVINCE YOUR BUDDIES THAT
PLAYSTATION IS THE BEST GAMES CONSOLE

"While I respect your decision to purchase a Dreamcast, I must make you aware of the fact that more PlayStations are sold in the average week here in Australia than the entire number of Dreamcasts sold to date. The lack of a large user base is therefore likely to considerably hinder the number of games available to the Dreamcast user over the coming two years. While there are some 600 PlayStation games available in the Western world, there are likely to be less than 60 Dreamcast titles on sale here in Australia by the end of the year."

"Err, St George Illawarra are having a rough season, and Channel 9 still hasn't found a proper replacement for *Hey Hey It's Saturday*, fancy another beer? Etc, etc."

LIMITED EDITION
BE ONE OF ONLY TWO OWNERS IN THE WORLD!

SQUALL

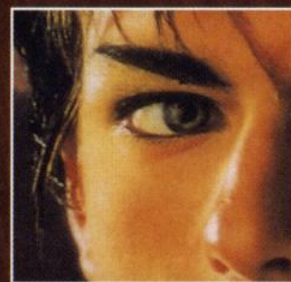
MYSTICAL DINNER PLATE

"This is going straight to the pool room..."

Plate shown is approximately half normal diameter, and a quarter of the perceived quality.



"Stare deeply into the eyes of Squall and every meal will become a fantasy. Peas will shine like emeralds, tomatoes will be like the finest rubies, and sausages will look pretty good as well."



THIS PLATE HAS BEEN MADE USING THE FINEST CRAFTSMANSHIP, WITH THE IMAGE SCREENPRINTED DIRECTLY ONTO THE PLATE.

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Stand tall, like Squall. Be proud of your dreams. Dare to believe that your dinner can become a fantasy like no other...

Final Fantasy VIII is the greatest PlayStation game ever made. And the meat pie with hot chips is possibly the greatest Australian meal ever invented. Imagine if you could bring the two together in one exciting experience. Now you can. With the *Squall Mystical Dinner Plate* you can have your cake and eat it. Or your pie.

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We have two plates available to fans of food and *Final Fantasy*, and they could be yours if you're mad enough to send us some cash. The plates are of the finest quality, although we advise you keep them out of the dishwasher, as some of the gold edging is already flaking off a bit.



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Send to Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.



Beer Pressure

WHO George Soropos and friend.

WHAT *Gran Turismo 2* and Crown Lager.

WHERE George's place.

WHEN One rainy day...

LOCATION PHOTOGRAPHY CATH MUSCAT
STUDIO PHOTOGRAPHY SARAH CALLISTER

Being in this business isn't all fun and games, you know. Sometimes it's just hard work. Like when *PSM* rang me bright and early one morning and said, "You're going to have to get drunk, blotto, rancid, neutered and totally sloshed this arvo mate, playing *Gran Turismo 2*!" Good God, I thought. My career adviser at school told me there'd be days like this. "You'll never amount to anything," he said. "You'll spend the rest of your life drinking beer and playing videogames!" Little did they know how right they were. Of course, what they didn't know was that I'd get paid for it.

We all know that drink driving in a real car is a reckless and serious offence, and not something we at *PSM* encourage or condone in any way. But there is some validity in a scientific study of the effects of alcohol on gaming prowess, probably about as much as there is in Japan's scientific whaling program, but hey, if you want serious journalism, buy *Choice* magazine.

The criteria for our test was simple: keep drinking, keep playing and see what happens. Not wanting to appear too sad and Barney-like, your hero chose to rope in one of his associates, who only agreed on the condition that he would remain anonymous due to several pending court cases. Let's just call him Fabio. We chose two circuits, for variety, that we both enjoyed playing (Grindelwald and Apricot Hill) and, most importantly, decided that to really put our skills to the test we would have to race under the most difficult circumstances. There would be no point testing ourselves by ramming and bouncing around corners, so full tyre wear and car damage were selected, and even worse, we chose to use cars that were difficult to control, even under the soberest of conditions — fully worked TVR Speed 12s!

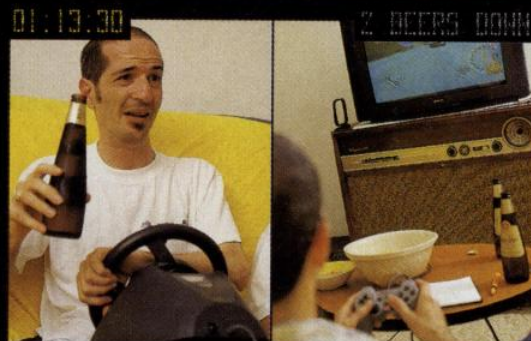
Thankfully the Crown Lager, thoughtfully supplied to us by Regent Hotel (Kingsford, NSW) had been delivered by mule train the day before and had reached the perfect temperature of four degrees by race time. Our photographers/minders from *PSM* Towers arrived with pretzels and chips (and two cattle prods after a warning from the Ed and Deputy Ed), promptly set up the camera gear and then proceeded to tell us every drunken bloke horror story that they could dredge up from their obviously colourful past, while brandishing their prods in a threatening manner.

WARNING: DON'T TRY THIS AT HOME,
YOUNGER READERS — *PSM* DOES NOT
CONDONE UNDER-AGE DRINKING.
DRINKING TO EXCESS IS ALSO
STUPID AND DRINK DRIVING IS
DANGEROUS AND RECKLESS.





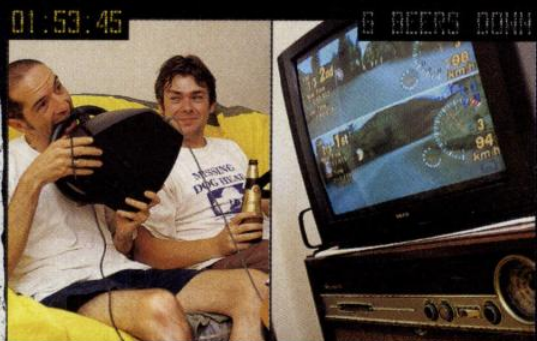
Grindelwald and Apricot Hill were chosen for the experiment, along with fully worked TVR Speed 12s – very difficult cars to handle under any conditions, especially with full tyre wear and car damage selected. With the formalities out of the way, the test began in earnest. We did a few warm-up laps and then established our sober times on both tracks – (George) 1:13:20 and (Fabio) 1:13:70 on Grindenwald; (George) 1:09:75 and (Fabio) 1:10:00 on Apricot Hill.



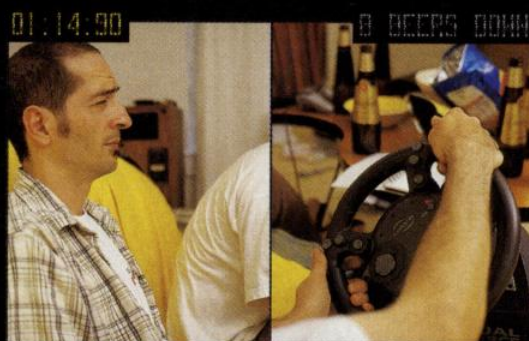
Out came the Crownies. Two quick ones each theoretically left us still under or around the legal limit of .05 and so we hit the tracks again to see what effect it would have. Not a tingle! The times for this session were within a whisker of the previous ones. More drinking was the obvious solution.



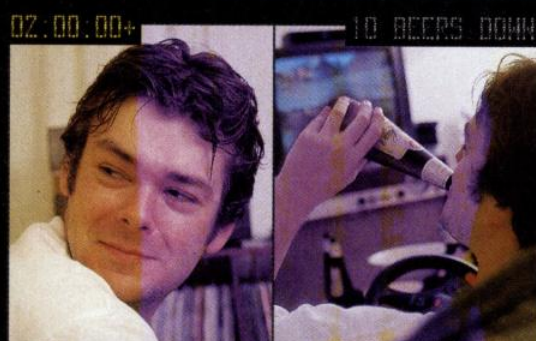
Another two ales each and a few fists full of peanuts later we jumped into our driver's seats again, this time easily over the legal limit, having had four beers each in under an hour. There was a slight slowing of our lap times, but more obvious that the effects of the alcohol was starting to hit home was the inane grins on our faces and Fabio starting to insist he only be photographed on his good side. Unfortunately, the photographer couldn't work out exactly which side that was.



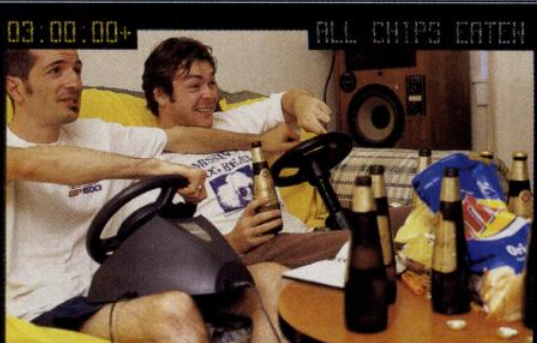
A six-pack each down now, and our track performance suffered from a bout of Parkinson's Disease in this session, with crashes causing the loss of suspension and steering and utterly awful lap times – (George) 1:53:45 and (Fabio) 1:45:67 on Grindenwald; (George) 1:38:00 and (Fabio) 1:31:30 on Apricot Hill.



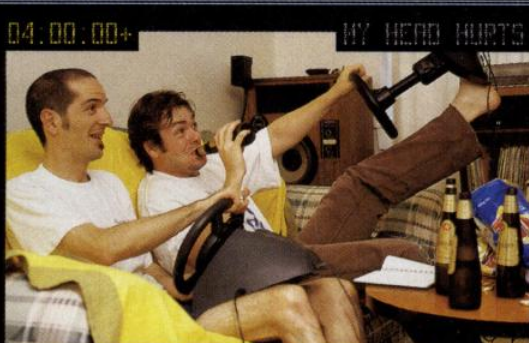
Back in the groove, so to speak, another two beers each were swilled down and we set off again. No crashes this time but only because we were both fighting a sudden surge in confidence that made us want to take every hairpin at 300kph. Remarkable self control saw us set reasonable times – (George) 1:14:90 and (Fabio) 1:14:73 on Grindenwald; (George) 1:11:50 and (Fabio) 1:11:12 on Apricot Hill – but the juice was taking its toll on our depth perception, causing a few wild late braking manoeuvres.



Fabio, looking up into the neck of an empty bottle, starts to sing "All the Crown's are gone" to the tune of *California Dreaming* but is cut short by the sudden impact of a bottle top expertly flicked at his forehead... Back on the track things are starting to fall apart at the seams. The Speed 12 has become a wanton beast whose only desire is to spin endlessly in circles. Meanwhile Fabio has become a wanton beast whose only desire is to ram George off the road. Much *Ben Hur*-style action ensues and lap times are off the menu completely.



"Rrrright," says Fabio, "lesh do sum sherious lapsh now." So we place a Dual Shock carefully in his hand and secure it with masking tape. Needless to say our lap times are the worst ever. If car damage was set to none we could have just bumped our way around to a decent time, but with actual skill required, our steering is soon gone and it's race over.



It's amazing how a few beers can make your confidence skyrocket. Just witness the antics of blokes in your average nightclub, and you'll see for yourself. Unfortunately, behind the wheel, as we've discovered, over-confidence can lead to disastrous results.



So the moral of this story is that if you drink and drive, a teenage girl will vomit on your shoes. Oops sorry, that's a TV ad. If you drink and drive *GT2*, your lap times will not improve, but you'll probably have a giggle doing it. If you do it for real you'll probably hurt yourself or even worse, someone else. Learn to differentiate reality from PlayStation and drive safely, folks!





Before Electronics Arts scored a coup with the appointment of Steve Dauterman last September, he was the former Director of Development at LucasArts. He worked there for 10 years, working on hits including *The Phantom Menace*, *X-Wing*, *Rebel Assault*, *Jedi Knight*, *Monkey Island*, *Full Throttle* and *Grim Fandango*. During his reign, the gaming giant sold over 20 million games on formats including PlayStation, PC, N64, Macintosh, Super Nintendo and Mega Drive.

Official PlayStation Magazine: Are you enjoying Oz?

Steve Dauterman: Australia has been great so far. I am having a great time living on the Gold Coast and settling into a new culture. It is very similar to California in many ways in terms of lifestyle. I find Aussie people to be extremely friendly and a lot of fun to be around.

PSM: When did work at the studio first begin?

SD: The studio has been in existence for a couple of years doing sports titles like *Rugby*, *Cricket* and *AFL* for PC and PlayStation, working with outside teams in the UK and Australia. Recently, they decided to expand and open a studio on the Gold Coast. That is when I was brought on board. We changed the name to Studio Oz to give it some identity. We will continue to develop with external teams around the world as well as hiring to create internal development teams.

"I have found the interest in doing games in Australia to be extremely high ... it is exciting to see a new enthusiasm for building games and trying something different"

PSM: What are the challenges in setting up a studio?

SD: Finding good skilled talent is always the biggest challenge. The good news is that we are getting some good local talent as well as international talent interested in joining. After that, it is finding compelling ideas to turn into games. My hope is that we can create some titles that will have a unique identity for the studio. Additionally, we are facing the challenge of the platform transition from PlayStation to PlayStation2. Since I want to focus on PS2, it will take some time to get up to speed on the technical issues.

PSM: What are your aims for the studio?

SD: My hope is that in the next three to five years we have created a studio that will rival some of the best in the world creating original titles for the console and PC platforms. The long-term focus of the studio is to create original content rather than focusing on sports.

PSM: How would you describe the local talent?

SD: So far we are finding the local talent to be light on experience, but they make up for it with enthusiasm. Some of the best local talent has moved overseas since the opportunities did not exist as much in Australia. We have had many inquiries of former residents who are interested in coming back. I think the talent is out there both in and out of the games industry and we are looking for the best. I think over time Australia has a huge potential to have some great programming and artistic talent. The universities are putting together

some great programs to specifically focus on the games industry, which is huge for us.

PSM: Are you still looking for more talent?

SD: We are looking for strong 3D console programmers as well as experienced artists and animators initially. We will be hiring about 20-25 people this year.

PSM: How much potential do you think the Australian games development industry has?

SD: It is definitely up and coming. I have found the interest in doing games in Australia to be extremely high. I think many of the people in the US and UK have been a bit burnt out over the past few years, so it is exciting to see a new enthusiasm for building games and trying something different. My hope is that we can surprise some people in the same way that the Australian movie industry has surprised Hollywood through doing interesting projects more cost effectively.

PSM: What PlayStation projects are you working on?

SD: We have *Cricket 2000* shipping and *Rugby* coming in July. After that we are focusing on PS2.

PSM: What are the stand out features of *Rugby 2000*?

SD: The engine, animations and gameplay are fantastic. We have access to the licensed content from the different Rugby associations. The gameplay will ultimately sell this game and that is what we are focusing on at the moment and why we delayed the

product release to July. I didn't know much about *Rugby* before joining EA and moving to Australia, but I am becoming a big fan after both playing the early versions of the game and watching it on television.

PSM: Are you going to do a PlayStation AFL sequel?

SD: Not at the moment. We are going to re-evaluate the franchise for PS2 and see if it makes sense. Unfortunately the only market for it exists in Australia.

PSM: Do you think there's a market for sports games like AFL and cricket in countries like the US that don't participate in the sports? We like playing *Madden* and *NHL* here, and it seems that EA doesn't spend as much time or resources on local titles as they do on the *FIFA*'s and *Madden*'s because they won't sell as many.

SD: It's difficult to break the American market with sports like AFL and Cricket. There are some small followings over there for the game, but not enough to sell loads of units. We think *Rugby* actually has the best chance in the US market because of the nature of the game, which resembles a cross between gridiron and soccer. If we can do it right, we can make the game fun enough to play where the gamers there will give it a shot. It's interesting that soccer is not a popular television sport in the US, but *FIFA* is played a lot by the American consumer. Our hope is that we can have the same success in the long-term.

PSM: We receive loads of mail every week asking for a Rugby League game. Has EA any plans?

SD: No plans. Unfortunately, it is still too much of a small market to make it economically viable.

PSM: What projects that you worked on at LucasArts are you most proud of?

SD: It's a hard choice since there were so many good titles. I really was proud of some of the original titles we approved that took some chances in the market. I am particularly fond of *Grim Fandango* and *Outlaws*. I was a big fan of *Dark Forces* and *TIE Fighter* as well. But then there was *Sam & Max*, *Day of the Tentacle*, *Monkey Island*... See, it's tough!

PSM: The adventure titles like the *Monkey Island* series and *Day of the Tentacle* that LucasArts was famous for are now considered passé by many gamers. Do you think the point-and-click adventure is dead?

SD: In the traditional point-and-click sense, I think it is dead. The adventure game is evolving into something new. I think games like *Zelda* and *Final Fantasy* are adventure games at heart. So is *Tomb Raider* and I think that is the direction that these games are moving.

PSM: Is the culture different at EA?

SD: Absolutely. Electronic Arts is a very large company of several thousand people worldwide while LucasArts remains a pretty small company by comparison. The focus at Lucas is on a few titles that will do some big numbers and there is a focus on the *Star Wars* property

as well. EA has a sports focus, but is breaking into some new areas in online and working with some of the best studios in the world (Westwood, Maxis, Origin and Bullfrog) to do some exciting things.

PSM: Many gamers complain there is a lack of innovation and risk taking at EA, with the company instead choosing to release sequel after sequel. Do you think EA should use its resources to develop more original titles?

SD: I think they are starting to and it is certainly one of the charters of Studio Oz. The upper management at EA knows they have to break that image to grow and stay successful. I think EA.com is a step towards doing some innovative things in multiplayer gaming, leveraging on the success of *Ultima Online*.

PSM: What advice would you give to readers who are interested in getting a job in the games industry?

SD: Get in where you can even if it means taking a testing job or answering phones. Being inside is the quickest way to moving up since you are a known quantity. You need to have a love for playing games, be ready to work long hours and have fun doing it. Having a good educational foundation in programming or art is a big plus and becoming more necessary.

PSM: Tell us something you've never told anyone else?

SD: I have not received my subscription yet to *Official Australian PlayStation Magazine*!

PSM: Crikey, you'd think EA could shout you a copy. All right, consider it done.

PHOTOGRAPH BY VINCENT LONG





The Wizard of Studio Oz

Steve Dauterman, head of Electronic Arts' new Australian Games Development Studio on the Gold Coast in Queensland, talks about the challenges of setting up a studio, PlayStation projects in development, and his long-term goals.

Steve Dauterman:
from titles like *Grim Fandango* and *X-Wing*
at LucasArts to *Cricket*
and *Rugby 2000* at EA.



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Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q. When will the PlayStation2 be released here and how much will it cost?

A. The official word from Sony is still Spring, so that means September at the earliest. But with the Olympics, the smart money is on an October launch. The price will be around the same as the original PlayStation was at launch, which was \$699. Start saving!

Q. I'm having problems with some of my PlayStation hardware. Can you help? Who should I call?

A. Call the Powerline on
1902 262 662.

Q. How can I get one of those sweet jobs testing games and watching movies?
A. Study hard, it's a tough job!

Q. Will the PlayStation2 be better than the Dreamcast?
A. Yes. It's a more powerful beast and has far more widespread industry support.

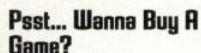
Q. Where is PlayStation merchandise available? I'd love a shirt, or a hat with the PlayStation logo, but I can't find these anywhere...

A. You can't buy PlayStation merchandise in Australia, but make sure you check out Freebies every month for a chance to win plenty of PlayStation-related goodies.

Q. Should I import a Japanese PlayStation2?
A. The local launch is not very far away so we suggest you wait. You will not be able to play local PlayStation2 games on a Japanese machine, or local DVD movies, and greedy importers will charge you an absolute fortune for your impatience!

f e e d b a c k e d
feedbackfeedbackfeedback

Send your thoughts to: Feedback, *Official PlayStation Magazine*,
GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au



Since you review so many games and you are 'connected' with the publishers and distributors, and seeing that most department stores only stock about 10 different games, you could set up your own mail order scheme! Often I scour your magazine looking for places to buy hard-to-find titles. Us gamers need it - no one else seems to be doing it and you'd be guaranteed at least two sales a month from me alone.

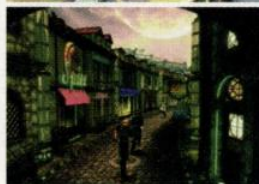
Thank you, stroking my credit card in anticipation...
Chris Ingram, via e-mail

We think they'd be a serious conflict of interest. There would be the perception that we'd rate some games more highly because we make more profit out of them, or have a warehouse full of them, or... You get the idea. Anyway, we're journalists, not retailers! That said, we sympathise, and suggest you frequent smaller game stores that have a wider

range and will order in any title for you.

Poking Fun

Great job on the mag. I can assure you that yours is the only one I buy. And may I just send a message out to all you *Pokémon* fans. *Pokémon* is just a cheap rip-



GOOD SHOUT

SHOOT I've been a gamer for over 10 years and I particularly love RPGs. It's great to play a game that takes 60-plus hours to beat rather than other games which can be finished in just one sitting.

Also, I must say how impressed I am to finally see some good Japanese RPGs getting released in Australia like *Grandia* and *SaGa Frontier 2*.

It seems game distributors are starting to listen to what we want instead of telling us that we don't like role-playing games... Just when I was starting to lose faith I have been won back!

Anon, address not supplied

Great to see gamers are starting to notice that there are some top-notch role-playing games on the shelf. Let's hope the titles are well supported by shoppers to encourage Sony and other distributors to release more quality RPGs. Apart from the two great games you mention, *Star Ocean: The Second Story* (reviewed last issue) is also out now.

off of *Final Fantasy VIII*! But of course *Final Fantasy VIII* is way better. Please don't be fooled by the game, cartoon, movie, whatever! Thanks.

Melissa Bean, address not supplied

Card Shark

After reading the letters pages of your March issue I was surprised to read that Nina hadn't heard of the *Final Fantasy VIII* trading card game – it's pretty damn cool! You can collect the simple cards like Buel through to Squall and the Guardian Forces. They come in 11-card packs with 15 packs per box, and also included are "visual perfect cards" with scenes from the game. Foil cards are also attainable as parallel cards of the non-foils.

Here are some cards for you to get a better look. Otherwise visit www.tripletriad.com where players can play each other over the Net.

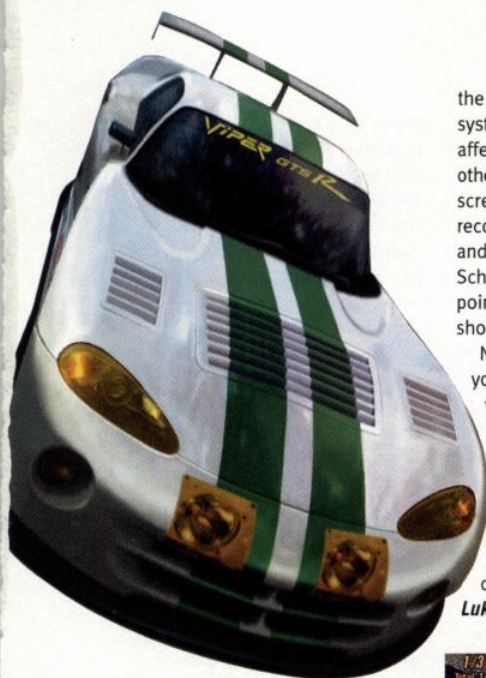
Matt Kirps, address not supplied

Quest For Success

I know plenty of people who would love to see national PlayStation tournaments held in major centres around the country. Does anyone else feel the same?

Melanie, WA





It's a great idea. How about it Sony?

Ye Olde Lords...

Firstly, *Gran Turismo 2* is the greatest game ever – it hasn't come out of my console since January 28, not even for March's demo disc!

Secondly, I disagree with your review and the two things you state as "annoyances". How did you come to

the conclusion that the menu system is "clumsy"? Does it affect the gameplay? The other "annoyance" made me scream. You state that "race records are not recorded" and in *PSM 32*, Rude Rudi Schaefer also brings up this point and says the game should be denied a 10/10.

Not not to offend either of you or anyone else, but if you had actually bothered to play the game, you would have found that you set the records in the time trial mode on the arcade disc with your cars from the *GT* disc.

Luke Noble, SA



Glad you love the game, we certainly do. Your comment is a little churlish, though – we've been doing little else but play the game! We said, "race records are not recorded". They aren't. Time trials are not a race. Most people tend to get

their best times in racing conditions, but we guess it makes you play the time trials. And we certainly agree it's not a huge issue, which is why the game got 10/10. But the menu system is clumsy, requiring too much toing and froing through screens to get to what you want.

And From The Apple Isle...

Just how good are you guys going to get? The last three issues have been nothing less than brilliant. To the point of this letter, piracy is the most hated thing amongst Australian gamers. Just stop it you cheap-arse scrooges! Games like *Lunar* aren't going to be released here because of pirates. And as far as girl gamers are concerned, who cares what people think? As long as it doesn't effect your gaming, that's what I say.

Ty Saunders, Tas

Censorship Sucks

When are the old farts that somehow manage to run this country going to recognise videogaming as a valid form

of entertainment? Ever since the console industry began back in the '80s, videogames have been collectively blamed for every serial killer, liquor store robbery and underachieving child in existence. Like these things didn't exist before videogames came along!

The fact that EA pulled the plug on *Thrill Kill* in Australia was the crowning achievement of an inept censorship committee. I'm not saying that I would rush out and buy *Thrill Kill*, but this is Australia, a free country where I thought I had a right to do that.



ask nina

The ever-gracious Nina puts your minds at ease once again...

Q. Will the sound and picture output of the PS2 be the same as a regular stand-alone DVD player? Will it be able to play 5.1 Digital Dolby Surround Sound? Please let us know!

Matt Nelson & Justin Moon, WA

A. The PS2 is indeed compatible with Dolby Digital, and early testing of our Japanese PS2 unit has revealed excellent sound and picture quality on par with mid-price stand-alone players.

Q. I possess a computer monitor but not a computer. Is it possible to use the monitor with the PlayStation using a simple cable, not sophisticated electronics? If so, where could I get such a cable?

R. O'Brien, Tex

A. Not that we know of. Anyone got any suggestions?

Q. Firstly, I'd like to congratulate you on your fab mag. Thanks to you I haven't purchased any bad games. I was also wondering if a game called *Crusader* was ever released in Australia? Do you know of it?

Damon Nicholls, WA

A. *Crusader: No Remorse* was certainly released here and was a very challenging and entertaining shoot 'em up. It received 7/10 in *PSM 4*. It will be hard to find a copy today, though.

Q. Do you know of any Manchester United soccer sims in the works?

Dave R, address not supplied

A. Afraid not. But make sure you buy *ISS Pro Evolution* – it's the best soccer game ever released on any format.



THE JOY PAD

by anton





ask nina

Q. I have heard that in the US, Japan and Europe the lone unit in the PlayStation is replaceable. Is this true, and in this case in Australia?

A. Murray, WA

A. Yes it is. Just call the Powerline on 1902 262 662 for all your servicing needs.

Q. I've got an after-market memory card and I'm having trouble when I play *Final Fantasy VII*. I play for a couple of hours and then save. When I come back to play and try to load the game, a message comes up in a small red box saying "FILE RUINED" and I can't load it. Can you help?

Brenda Reed, NSW

A. Yes. Buy a Sony Memory Card. Unfortunately, unofficial memory cards just corrupt too often for our liking.

Q. With the next generation of gaming consoles being equipped with Internet capabilities, do you think they'll be susceptible to viruses floating about on the Web?

Lance Smith, NT

A. When the PS2 gets a hard drive as well as an Internet connection, we suspect viruses will be possible, but we are positive Sony will endeavour to make the system virus-proof.

Q. I'm a huge fan of the *Final Fantasy* series. I've bought *Final Fantasy VII* and *VIII* and I'm wondering when *FFIX* will be out? Also, will the new *Star Wars* game *Force Commander* be out on the PlayStation, PS2 or just PC?

Dan, via e-mail

A. *Final Fantasy IX* should be out later this year. *Force Commander* is PC-only at this stage, but we wouldn't rule out a PS2 version.



Among the many things that I would like to see before I die is the total acceptance of gaming as a valid hobby, and not a scapegoat for which the government can blame all of society's problems.

Scott Hall, Vic



Too often gaming is used as a scapegoat, but who says EA didn't pull the plug on *Thrill Kill* because it was a stinker?

Brace Yourself

Hi there, just dropping you a line to let you know how excited I am about the forthcoming PlayStation2. From all accounts the launch in Japan went smoothly and with the feedback coming out of there, it seems to indicate that the new machine really is living up to the hype that preceded it. Can't wait to hear more launch details for everyone 'down here' and I anticipate more PS2 coverage from you guys.

Lauren Hiller, NSW



Recoil

I know that PlayStation has the best range of games, but I am deeply shocked at the lack of lightgun games. There are only about four that I can find that are G-Con 45 compatible. I have *Point Blank*, *Point Blank 2*, and *Time Crisis*, and I have clocked them twice over. It's disappointing that there aren't more lightgun games, especially like *Time Crisis*.

Elliott Fox, via e-mail



Five hundred-odd games not good enough for you, eh? Lucky you didn't buy an N64! There's four top-quality G-Con games on the way over the next few months to keep your trigger finger happy — *Time Crisis: Project Titan*, *Resident Evil: Survivor*, *Ghoul Panic* (previewed on page 52 and on this month's demo disc) and *Rescue Shot*.

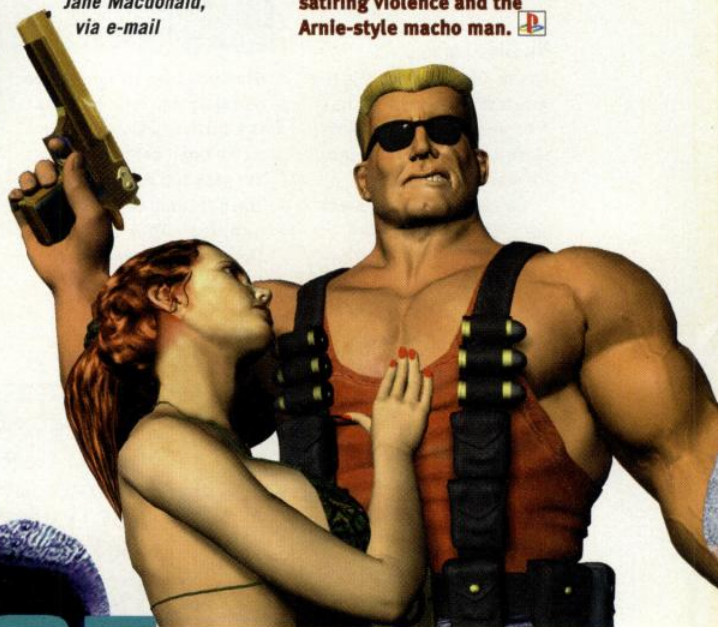
Babe Watch

As the mother of two boys aged

13 and 10, I am disgusted with the way your magazine portrays women. For God's sake, aren't children exposed to enough violence and garbage through the media without portraying women on the front cover as 'mindless babes' with breasts so big they can hardly be covered? You may as well have left them totally naked. What is your editorial team thinking? I don't want my sons to grow up thinking this is the way women are because some useless magazine puts these non-sensical images on the front cover. Why don't you get a life and catch up with what intelligent people and responsible parents are thinking. My sons' subscription to this magazine will be cancelled and I'll tell everyone why!

Jane Macdonald, via e-mail

We're very sorry you feel that way. We have to say that we don't agree this is the way our magazine portrays females. Over half the magazine staff is female, and several are parents. We think our content is tame (in terms of swearing, sex and violence) in comparison to other magazines this demographic normally reads. The image you are referring to comes from a game called *Duke Nukem: Planet Of The Babes*, which is a game only suitable for people aged 15 and over, so obviously not suitable for your children. It's expected to be one of Australia's biggest selling games and therefore something we need to report on, and it's also a game with its tongue firmly planted in its cheek, satirising violence and the Arnie-style macho man.



RAGE AGAINST THE MACHINE

I love reading your magazine but I have just one problem: the fact that you like *ISS* so much more than *FIFA*. I was very disappointed with your review in *PSM 30* where you gave *FIFA 2000* 7/10 when it easily deserved more. You said that the *ISS* games are much better, but I beg to differ. *FIFA* has all real players because they bothered to get a license. It has all the international teams plus club teams from each country, compared to *ISS* which only has the international teams (and not even all of them) and no real players. *FIFA 2000* also has a cool feature whereby if you press the corresponding number you can get players to man up on other players.



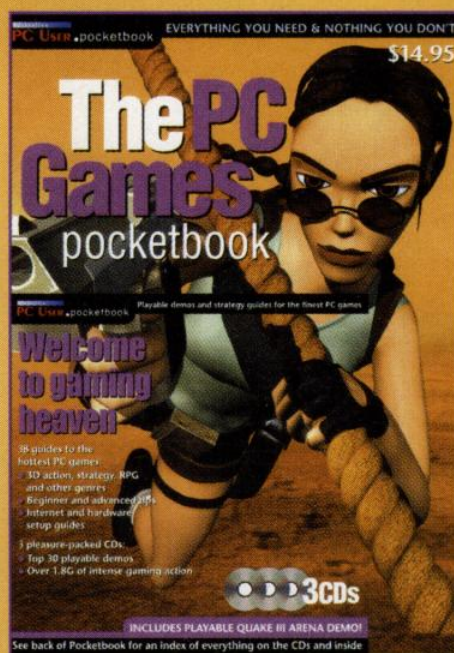
Of course this little slip-up will definitely not stop me from buying your magazine, as it always comes with a cool demo disc.

Henry Wright, via e-mail

Just because EA has the cash to buy the license to use real players does not mean it makes the better game. Give *ISS Pro Evolution* a try, it is absolutely brilliant — we cannot stop playing it. Just because players are called Ronaldo instead of Ronaldo, for example, doesn't mean the game isn't superb fun to play and way better than any *FIFA* release.

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Re-enact *Speed*: As well as cars, *Driver 2* features buses and trucks which you can hop in and take for a ride. Almost as scary as a Sydney taxi ride.

EVER LOOK • POLICE LINE • DO NOT CROSS! • FIRST EVER LOOK • POLICE LINE



Drive, Revive, Survive

Word on the street was that Tanner was back. *PSM* went on his tail, but Tanner didn't even try to shake us. Truth is, he wanted to be found. He had something BIG. Something on *Driver 2*...

We had agreed to meet our contact at a secret location. On the way there, however, *PSM* began to get a little apprehensive. *Driver*, after all, was the game that out-sold both *Final Fantasy VII* AND *Metal Gear Solid*. The game that earned its creators countless industry awards and still hasn't gone Platinum because it's still in the charts at full price. How was developer Reflections going to top that? How on earth was it going to make *Driver 2* better?

"When we sat down to do *Driver 2*, we decided to make a sequel that wasn't just some new cities," Reflections' managing director Martin Edmondson told us, citing evidence from an earlier case in point. "If you remember, *Destruction Derby* and *Destruction Derby 2* were very different games – new engine, new graphics. We want to offer enough reasons for people to want to own both games."

Maybe it was because we were locked in the boot of the car en-route to our destination (for security reasons), but at this point we began to feel light-headed. But just new cities would be fine, Martin! We're not asking for the moon on a gear stick. Honest.

"One of the things we could have done is just pick four new US cities. When we came to *Driver 2* we were considering New Orleans, Washington, Philadelphia and Seattle, but from a European point of view you only really feel a connection with San Francisco and

1-3 The environments in *Driver 2* are a lot more open and realistic.
4-6 The roads have been majorly overhauled – they have curves!



New York from the films we based the game on," muses Martin.

Reflections decided to go for cities that Martin describes as a "mixture". Take Las Vegas, for example.

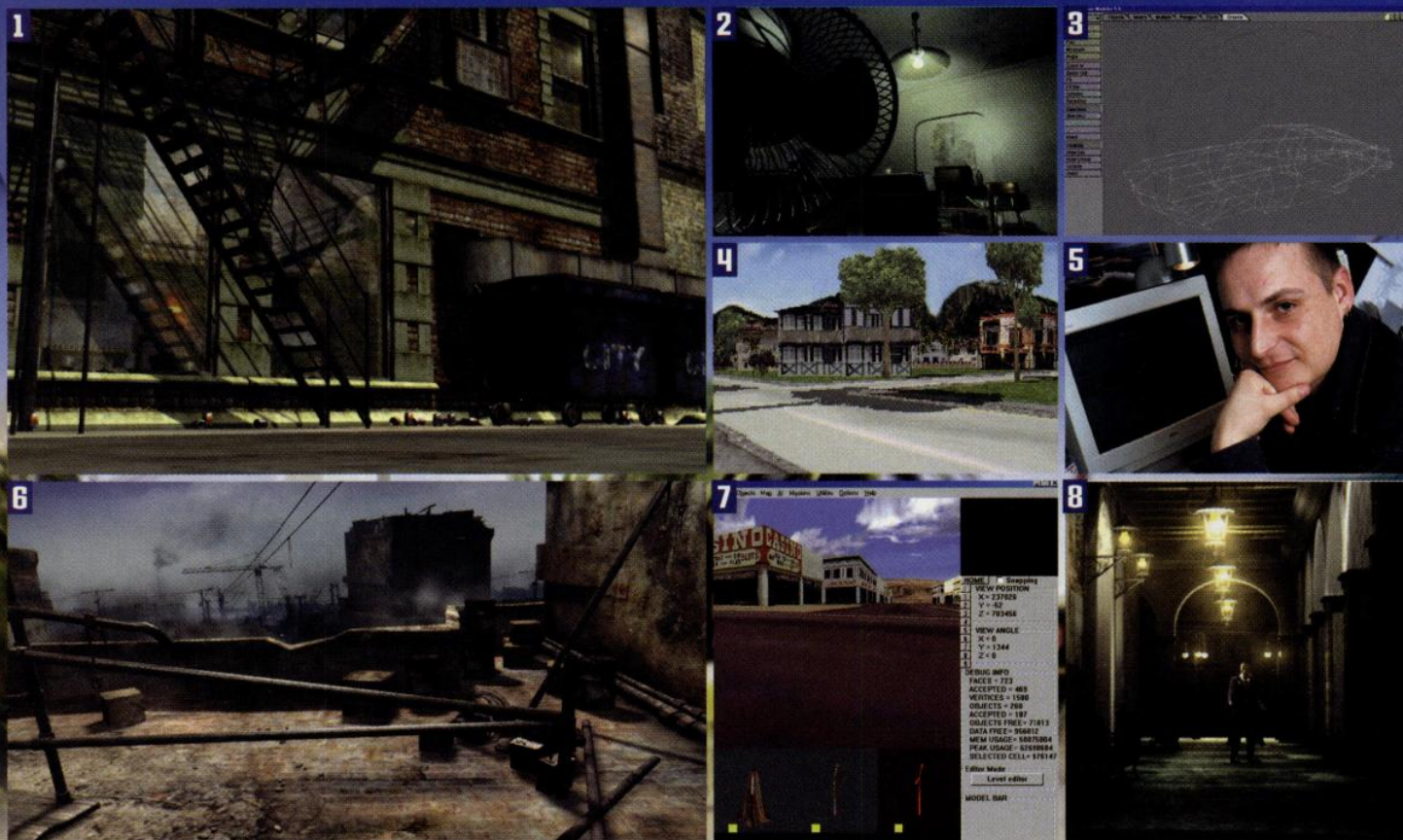
"We were a little bit worried originally, because you think of it as just the strip. But when you actually go there and have a proper look around, there's a big downtown area, a residential area and then the strip itself. You can also drive off into the desert through the ghost towns and cacti." Chicago also got the nod because of its *Blues Brothers*/*French Connection* undertones. For the other two cities though, they headed to more tropical climes. "Havana in Cuba is an obvious one if you're talking about crime – we have this story about people trying to get into the country. Rio de Janeiro is a visually interesting one, and it has similar crime connections – it's a pretty violent city and we wanted to make *Driver 2* a harder-edged, grittier experience than *Driver*."

Including the twisty streets of Rio or the narrow back-alleys of Havana may not sound like a big departure, but the desire, as Martin puts it, to "make the environment and the game more realistic and a lot more open" has brought about a huge change in the game structure. Martin explains, "One thing that's physically different about the cities in *Driver 2* are the roads. If you notice, all the roads are at 90-degree angles in the original *Driver*. You've got north, south, east and west. It's convenient because a lot of the cities are

•FACT ATTACK•

Publisher: Ozisoft
Developer: Infogrames/Reflections
Release: November
Format: PlayStation





1-2 *Driver 2* is set a few years after the original. **3** This wireframe model will grow up to be a big car. **4** Rio de Janeiro. **5** The mission designer busy engineering dramatic scenarios. **6-7** Reflection's goal is to immerse you into a living, breathing world. **8** Tanner – still proving to be the top wheelman in the business.

designed on grids like that, but they're not all like that. For the second game, one of the things that was at the top of the list was to try and incorporate proper roads with curves."

It was only when we were given an exclusive peek at *Driver 2* in motion that we started to appreciate the difference these curves will make. In one early demo, a wireframe car heads towards an overpass looming out of white nothingness. In the first *Driver*, these fly-overs were pure decoration but in *Driver 2*, sweeping roads appear to the left and right. Martin explains that traffic flow will change around these curling, climbing ramps so lines of cars will be queuing, changing lanes, joining the flow of the freeway or zooming off on to junctions overhead. Just taking the correct exit becomes a challenge, never mind making the turn-off at high speed through heavy traffic, with

"Just taking the correct exit becomes a challenge, never mind making the turn-off at high speed"

the cops looming large in your mirrors! In a feature that Martin stresses will be unique to *Driver 2*, you'll be able to lose your tail by exiting the freeway and then – in true cop-show style – smirk as your pursuers blaze past on the road directly beneath you.

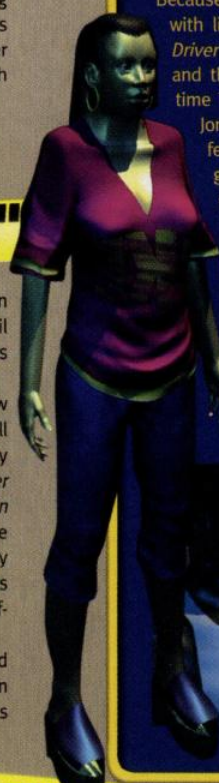
While in the US cities (Chicago and Las Vegas) the curves allow *Driver 2* to spill into three dimensions, in Havana and Rio they'll make for more fun at ground level. "A lot more skill is necessary to make it around the bends," Martin says, mentioning *Driver 2*'s sweeping corners and hairpins in the same breath as *Colin McRae Rally*'s devilish off-road turns. He takes us on a tour of one of Rio's residential neighbourhoods. Even with the sky and many key scenery elements missing, the handling of the prototype car is impressive, hugging a long right-hander so you can imagine how half-a-tonne of '50s Cadillac will wallow and almost graze the kerb.

Watching a wireframe jalopy swerve in between brightly-painted houses along a Rio boulevard starts us pondering about the cars in *Driver 2* and how they'll handle. "The physics aren't

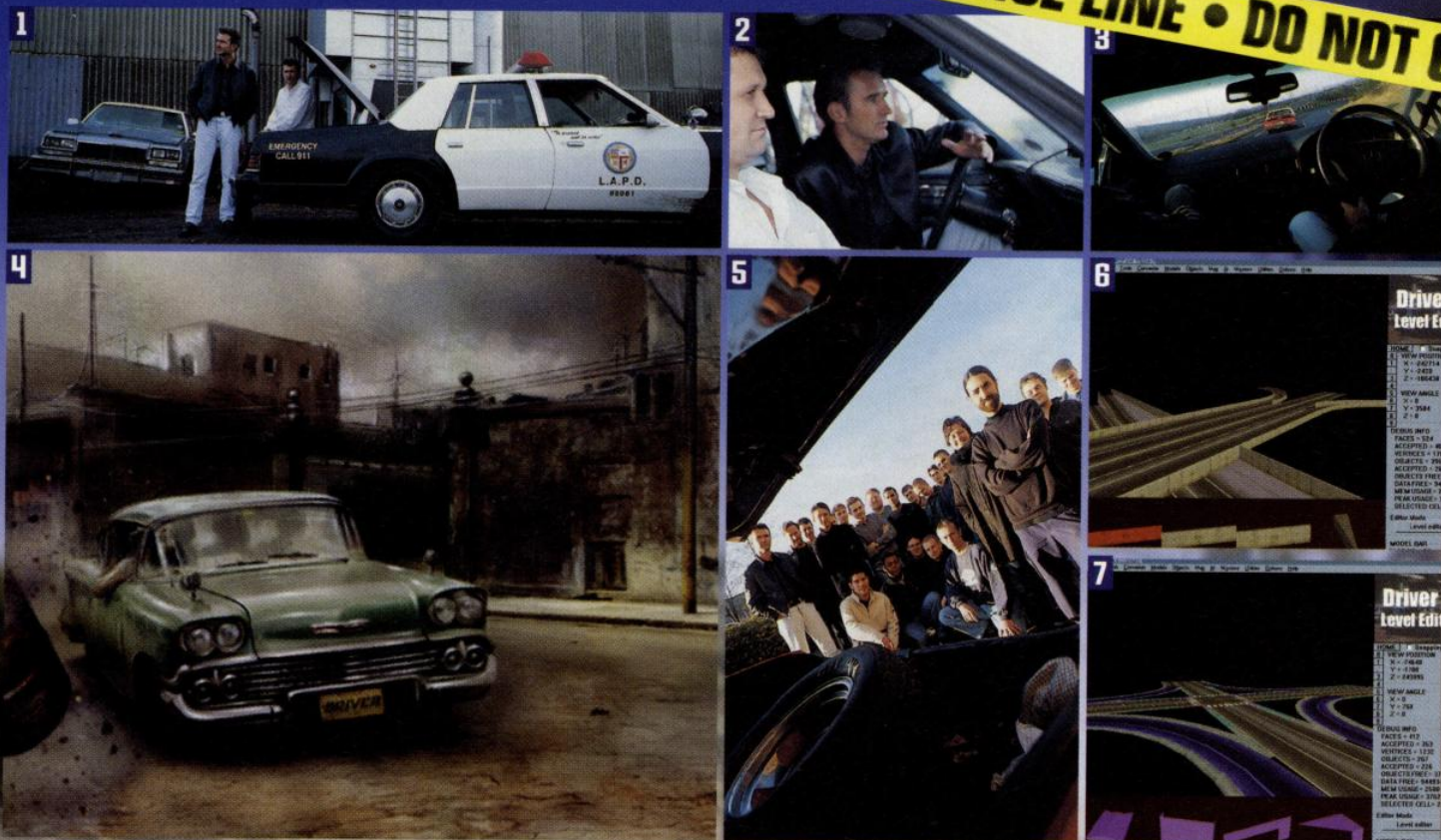
•DRIVER 2• THE NEW CHARACTERS

PARTNERS IN CRIME

Because of the improved cut-scenes, complete with lip-synced speech, the characters in *Driver 2* have stepped out of the shadows and the plot glows with personality. This time Tanner even has a partner – Tobias Jones. "He provides another way of feeding information to Tanner and generally helps him out," Martin explains. "Some of the missions involve him and some of them don't." It's nice to know that someone's looking out for him when he has to deal with bad seeds. "The guy's quite an imposing character. He wears a muscle vest with a suit over it and he's got no hair and a little bearded thing like Samuel L. Jackson's character in *Jackie Brown*!"



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getting a major re-write from the original *Driver*," Martin reveals. "I'm fairly happy with how they are. They're getting a few tweaks." Adding, "There is more variation though, because *Driver* had very few cars in the city. There were different colours but, because of the memory limitations, there weren't many different designs."

We didn't exactly hear anyone complain about the original not having enough cars, but the variety had to be upped in the sequel for one very good reason. "The crucial difference with *Driver 2* is that you can now get out of your car. That's a hugely-influential feature." At this point, PSM would just like to say, "YOU CAN GET OUT OF THE BLOODY CAR! YES! YESSSS!!"

Reflections is certainly a company that knows the meaning of the

Okay, anyone whose pulse rate isn't thumping like a Fatboy Slim beat is obviously clinically dead. Think about it, you could re-enact *Speed!* Ram an armoured car with a truck as seen in *Heat!* Best of all, instead of giving the monster trucks some comically heavy handling, Reflections intends to have them behave like the obstinate beasts they are – so if you're thinking of doing a handbrake turn in a school bus, expect to be eating asphalt for a fortnight.

Unsurprisingly, Martin is brimming with scenarios that'll make the most of this newfound freedom. "There are missions where you're chasing after some guy. This guy runs down these steps. What are you going to do? You run down the steps. He jumps in to the

11 Martin (left) and Gareth (right) Edmondson.
12-13 Exploring different scenarios. **14** A tonne of beast grazing the curb.
15 The Reflections crew.
16-17 Fine-tuning *Driver 2*'s 40 levels.

• "The crucial difference with *Driver 2* is that you can now get out of your car. That's a hugely-influential feature in the game..." •

word 'ambition', but

probably not 'fear' and certainly not the phrase "if it ain't broke, don't fix it". The fact that you can now leave your car was a feature Martin was keen to implement, not least for the purposes of the plot. "The missions can start better," he tells us. "Instead of 'Three, two, one, GO!', if you're waiting for a character to tail, we can have you parked here, the baddie's car parked there and then you can watch him walk out of the offices, walk around the car, get in and drive off." The mountain of data that'll describe who's walking where is much more than a gimmick. It will feed into the cut-scenes and will even carry over into the film director option. The plot begins to positively curdle once you consider the potential of walk-drive action. "Getting out of the car is not just a way of ending the missions appropriately," Martin explains. "You can also get out of the car and get in another car if you want, which will be compulsory in some cases and optional in all cases."

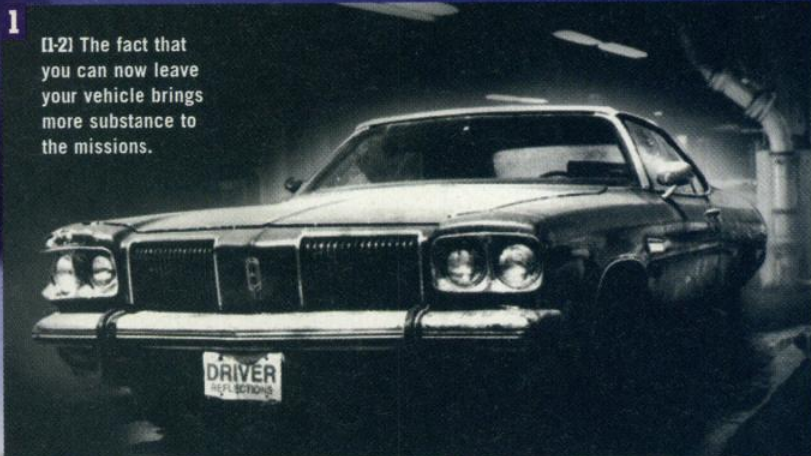
Let's stop nattering on about cars, because Martin has just answered our prayers. "In *Driver 2* there will be buses and trucks driving around as well as cars. If you want to, you can jump out, commandeer a bus and drive the bus. Now, there isn't a mission where you specifically must drive a bus – but you can do it if you want."

car and drives off and you're like

'Where's a car!' It may not ache the brain like *Civilization II* or *Final Fantasy VIII*, but this new *Driver* will force you to think as well as act fast. Martin continues, "There may be a choice of two vehicles – one's right there, but the other's blocked behind some stuff so you think 'Do I want the easy-to-get-to van, or this nice-but-blocked-in car?'" Van! Car! No, dammit, he's getting away! It's already clear these extra choices will inject an extra element of tension.

If new cities, new vehicles and the chance to walk about don't impress you, then how about even more options? The much-loved Take A Drive will return, but it'll be joined by even more driving games, plus the Film Director option that Martin reckons has "a few new functions and features and has been made a little more intuitive". If you're talking additional extras, however, one in particular must surely be top of any wish list. "The plan is for multiplayer split-screen," Martin reveals. "It's not possible in the main cities, but what we can do is build a relatively large area and we'll have a racing or chasing game in there specifically for two players."

Duel with Cadillacs? You and a mate playing chicken with rubbish



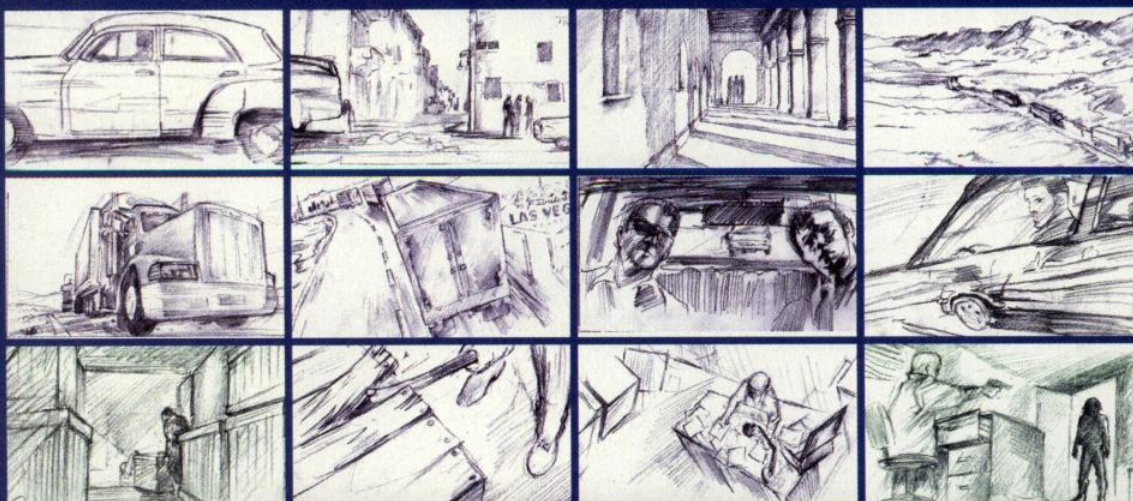
"If new cities, new vehicles and the chance to walk about don't impress you, then how about even more options?"

•DRIVER 2• THE NEW MISSIONS

While the team liked the element of choice in the original game, personified by *Driver's* answering machine, they intend for the sequel to have a much stronger plot line. "Cut-scenes tell the basic story, and each mission will lead on from one of these cut-scenes," Martin confirms. "In *Driver 2* you actually have a reason for doing the mission and you care about why you're doing it." We talked to Reflections' mission designer about the effect this will have on the gameplay: "In the original *Driver* you just had to beat the clock, but in *Driver 2* we're trying to create a more exciting sense of urgency," he told us. The fact that you can leave your car opens up a whole range of new possibilities. "In one mission you're doing a deal with these guys when the police arrive on the scene. You have to get in the elevator and get out on another floor of the multi-storey, nick another car and drive off." The brief for *Driver 2* was to engineer even more dramatic moments, so you might approach a station and find that one of the gangsters is tied up in the boot of a car that has been left on a railway bridge with a train coming, and you've got to save him. Elsewhere you'll have to take the wheel of a car packed with high explosives and drive to safety, or cope with other drivers intentionally trying to trap you in a mazy warehouse complex... "It's all an attempt to get the player thinking a bit more," laughs the mission expert.

•DRIVER 2• THE NEW STORY TANNER BACK UNDERCOVER

Driver 2 is set some years after the original. Tanner, the undercover cop who you played in the first game, is still treading the thin line between upholding the law and proving himself the top wheelman in the business. Martin Edmondson revealed, "The story is basically about a pair of gang leaders. Solomon Caine is the leader of a gang in the US and there's a rival guy from Brazil called Alverro Vasquez who has his gang. The plot follows the rivalry between these two – and it gets pretty unpleasant. Your job is to set things up so that there isn't some huge gangland battle."



•DRIVER 2• THE NEW CITIES

The kind of information needed to build a *Driver* city can't be read in books. Reflections sent their own people on research missions. *Driver 2*'s lead artist told us, "When you're in a certain area of the city, it should always have certain recognisable features, so that you know exactly where you are without having to look at a map." While the locations have changed, the size of each city is roughly equivalent to those in the original *Driver*, albeit with more detail.



Las Vegas

Country of origin: US

Distinguishing features: Casinos, cacti, dust

"One of the problems with Las Vegas is that it's so over the top. It would be very easy to recreate exactly what it's like, only to have people go 'it doesn't really look like that,'" comments *Driver 2*'s lead artist. "You've got hotels like Excalibur, which is like an enormous toy fort. We've got enough polygons to recreate it exactly, but people would look at it and think 'that just looks like a toy fort'. I'm pleased with what we've done though. It's not really coming across like that. It comes across as a real place."



Havana

Country of origin: Cuba

Distinguishing features: Back alleys, cars, street-life

"I was knocked out by the variety of textures and everything that was there," *Driver 2*'s lead artist says of the Cuban capital. Martin Edmondson adds, "It's so different to mainland USA. It has some really old buildings—decrepit, falling-down buildings. The funny thing is they all drive US cars there. They're like the old New York cabs. The designers came back with photographs of huge finned Cadillacs and beautiful old classics like that."



Chicago

Country of origin: US

Distinguishing features: Great lake, elevated railway, weather Home to *The Blues Brothers*, this metropolis was as tricky to encapsulate as New York had been in the first game. "The sheer size of Chicago was intimidating. The atmosphere is incredible, with those back alleys and iron stairways. There's also the constant sound of the trains going over and this huge canyon effect with the buildings in the centre. The fact that it's next to a lake gives it a certain character as well. Lake Michigan's so big Chicago's almost like a coastal town."



Rio de Janeiro

Country of origin: Brazil

Distinguishing features: Mountains, slums, beaches

The art boys were really bowled over when they went to Brazil's largest conurbation. "It's breathtaking, but the reverse side is that you look at it and think 'Good grief, I've got to try and fit all this into the game!'" exclaims the lead artist. "After a while, you're not looking at buildings as pieces of architecture, you're weighing up how many polygons are in them! We're hoping to create this huge spatial thing with Sugar Loaf mountain sticking up at the back."



1 An early wireframe of Las Vegas. 2 *Driver 2* will take much longer to finish than the original. 3-4 Imagine what these roads will look like with cars and buses and trucks on them!

► trucks? Consider our appetites well and truly whetted. No doubt the flash new features will grab the headlines, but that doesn't mean Reflections has skimped on detail. This time the cut-scenes are being lavished with plenty of loving care and attention.

"With *Driver 2* the renders are like night and day in terms of image quality," Martin enthuses. The team's goal is to immerse you in a living, breathing urban world even when nothing shady appears to be going down. "The pedestrians in *Driver*—all they ever did was walk or sit down," laments Martin. "In *Driver 2* they'll have a much greater range of movements. For example, if you're next to a beach, there'll be lidos with people lying on them. They may occasionally get up and buy an ice cream... You might have been playing for weeks before you notice the guy who crosses the road to buy a newspaper."

That settles it, it must be too short. "You'll have to play through all 40 missions," Martin says, reminding us that *Driver* could be completed by playing a little over half that many. "The game will take longer to finish," he adds with wicked understatement.

Our contact falls silent. He has told us all he is willing to reveal for now. Time to leave. On the drive back, we double-check our mirrors—but if Tanner was there we didn't see him. But then again, even if he was, you wouldn't.



Muppet RaceMania

That famous team of fluffy hand puppets has finally stepped into the console world. **Mike Wilcox** gets set for some madcap Muppet mayhem.

Anyone who grew up in the '70s and '80s will recall with fondness *The Muppet Show*. The animated antics of Jim Henson's famous family of hand puppets have captivated audiences the world over, and their latest venture sees them treading on new and uncharted territory – the PlayStation.

At first sight, *Muppet RaceMania* draws comparisons with other wild 'n' wacky 3D racing games, such as *Crash Team Racing* and *Speed Freaks*, as on the surface that's the style of gameplay. But once you probe a little deeper you'll discover a huge variety of race modes, proving that this is no run-of-the-mill arcade racer.

Inspired by the six Muppet movies that have graced the big screen, each of the 34 race circuits are based on locations in the films. Each location is a completely different theme with new environments and track surfaces. There are 12 racetracks, six battle courses, six stunt courses, plus bonus courses and super sprint-style courses awarded for finishing the game. The circuits may appear tough the first few times, but once programmed into the old grey matter, the steering becomes second nature, freeing up your concentration for one of the other key tasks of each mode.

All up there's expected to be 16 modes for one and two players, with some bringing a real breath of fresh air to the standard kart racing action. In stunt mode players must navigate their way from one end of a course to the other in the fastest time possible. Battle mode can be played one-on-one against the game's intelligent AI opponents and is rather similar to *Destruction Derby*, and chicken chase mode is similar to 'capture the flag'. There's also an adventure mode where you have to collect tokens within a certain time limit, find hidden characters, and save the Doozers (from the *Fraggle Rock* TV series).

There are 34 Muppet characters in total, all with their own unique vehicles, handling characteristics, and special moves. Naturally only a small number of these are available at the start of the game, with the rest becoming available as you progress.

The first option at the main menu is appropriately titled 'Meet The Muppets'. Here you select any one of the eight characters and their vehicles available at the start, including Kermit and his green classic racer, Miss Piggy and her purple monster truck, and Animal and his sunburst dragster, and take them for a spin in the Test Drive Zone, giving you a chance to see how they perform. Each vehicle drives differently based on surface grip, handling and overall power, so where one might not corner too well, it may have a high top speed. If you don't like your Muppet's default vehicle, you can select one of the others. Test Drive Zone is also filled with pick-ups to see how your character responds to its weapons and turbo boosts.

Your Dual Shock controller, or more likely your fingers, work overtime, with a control assigned to every button. Accelerate, jump, brake and power-slide your way along the courses. Also, an auto-camera button gives you the option to focus on the nearest point of interest, and the R and L buttons launch pick-up weapons, kick in the turbo boost and activate vehicles' spe-

cial moves. Hit the **Select** button and a rather innovative mode called 'Julius.T.Strangepork' will fire up. Once activated, simply accelerate for the AI to take the steering off your hands, and give you control over pick-ups.

And that's not all. The game's AI will adjust to match the player's ability, so if the player has not played before or is not particularly good at the game, the AI will adjust accordingly. As the player improves, the AI increases.

The Game Status menu lists your progress and tells you which areas of the game you haven't yet unlocked. As you earn a tick on each of the main courses by winning them and completing the various adventure mode tasks listed, you get closer to completing the game. Another incentive to completing tracks and collecting items is you can unlock some 28 video clips from the Muppet movies.

While not incredibly complex, the weapon system suits this style of game with only limited weapons to pick up, and not too much control over what you use. There's a flying fish missile, a bouncing bomb, a landmine-laying penguin, and a pretty amusing homing chicken that's bound to be Gonzo's favourite.

Overall, the graphics have an animated cartoon feel, and while they're bursting with colour and movement, they

don't utilise the PlayStation's full potential.

One area that truly shines though, is the audio. The Henson team has recorded special voices and sound effects just for the game, and there's no less than 32 high-quality music tracks to tap along to.

While there's no question this title is aimed firmly at younger gamers, don't disregard it. Some of the modes will have you returning to this great Muppet caper over and over again.

"There's a flying fish missile, a bouncing bomb, a landmine-laying penguin, and a pretty amusing homing chicken"

The 34 circuits in *Muppet RaceMania* are based on locations in films such as *The Great Muppet Caper* and *Muppets In Space*.

An innovative mode called 'Julius.T.Strangepork' will take the steering off your hands, and give you control over pick-ups.

PSM opinion



This could have just been another racer, but there's so much more to it.



Better links between the modes would help, such as a storyline.



Don't expect any *GT2* physics and handling here. But then again, they're just a bunch of hand puppets...

WTC - World Touring Cars

TOCA has been replaced with a more globally appealing racer. **Mike Wilcox** revs up this new baby and pretends he is Craig Lowndes.

The early *TOCA* series managed to prove just how well the racing action of the British Touring Car Championships suited console gaming. Back then the designers set out to accurately simulate the particular racing variables of these two-litre mass production everyday sedans. Even though each car has been transformed into one lean mean bitumen-burning machine, strict rules are enforced on both weight and maximum engine power, making for incredibly close racing action. Therefore 'experimenting' with the setup options is a major part of the gameplay. Says the game's producer, Gavin Raeburn, "One of the big differences in the new version is it now features cars and tracks from around the world. *TOCA 1* and *2* were very British games, featuring Brit cars and tracks, and racing rules. You can only go so far with a game like this. What we've tried to do this time around is keep the simulation aspects, but also make it a lot easier to get into, so there's still the depth, but with a more arcade feel to it."

The engine under the bonnet of *WTC* has been rebuilt from the grease pit up, this time as a console-only game, with a new list of features set to outrun its early predecessors by a mile. For starters, the list of tracks and cars is exhaustive. You'll travel through Europe, up and down the US, around Japan, and in Australia. Some of the famous street circuits and F1 tracks include Hockenheim, Silverstone, Suzuka, Okayama,

Laguna Seca, and the Australian tracks include Bathurst, Adelaide, and the Gold Coast. In total, 23 real circuits spread across five continents, offering a wider choice of driving environments than ever before. Thanks to all the added race teams, there are now 43 cars to earn, unlock and drive. Some of these include models from Volvo, BMW, Alpha Romeo, Toyota, Mitsubishi, Mazda, Subaru, and with much delight, Australia's Ford and Holden. That's right, neatly tucked away up the back of this virtual car park of classic streetcars are last year's models of the Ford Falcon and Holden Commodore. So prepare to give Australia's favourite family cars a good thrashing against some of the world's fastest two and three-litre models.

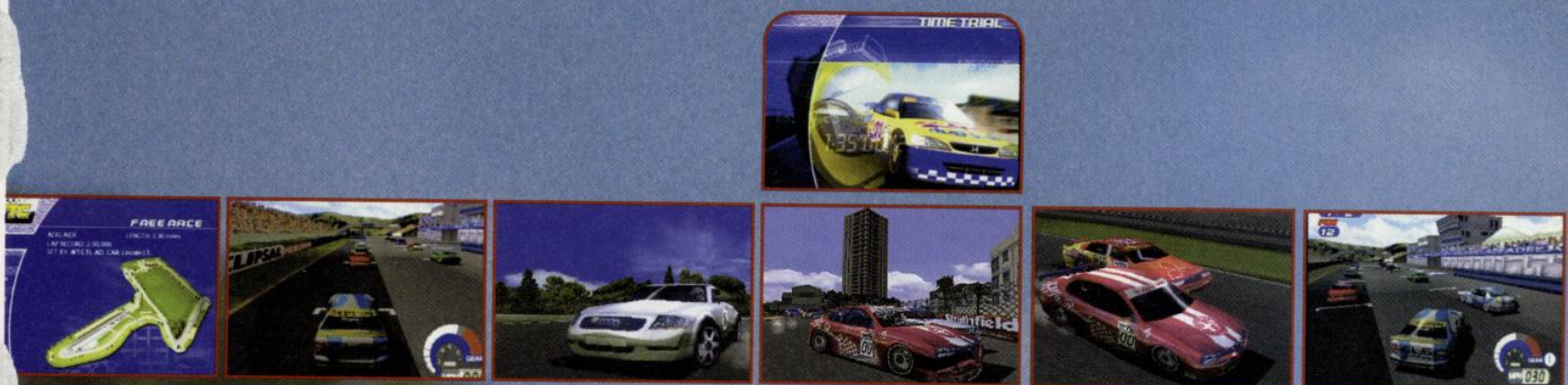
Aside from the mandatory single race and time trial modes that come standard in most racing games, there are two new race options. The Championship mode from the early *TOCA* titles has been ditched, owing mainly to the unpopular points system used for advancing through the game. In its place is Career mode, which offers drivers races at different locations. For example, BMW might offer you to race at Hockenheim for their team. If you do well for them, you will get offers from other teams around the world, and if not, the offers will still come in, but they will be much less appealing until you can finally prove yourself. The other new mode is Tournament Racing. Here drivers can create their own mini-championships by choosing



Gone are the British undertones of *TOCA*. *WTC - World Touring Cars* features cars and tracks from all around the world.

PHOTOGRAPHY: MARAH HORSBURGH





which tracks to race on and who to race against. Two and four-player mode returns, only this time without the need for a link cable and two of everything else. The action is designed for split-screen fun, however, expect some squinting if you plan on sharing the one screen with all four players.


Time trials are the perfect scene for becoming 'one' with each of the new cars you unlock. This is also the place to start improving the car's speed by altering its many settings. Everything can be optimised from the gear ratios, brake balance and anti-roll settings to suspension, tyre type, and driver assistance options such as ABS, traction control and telemetry.

If you've experienced any of the earlier series, the new car handling will appear significantly different. For starters, learner drivers can now look forward to keeping their car on the tracks for longer, thanks to the toned down simulation mode, which removes the super sensitive handling of earlier *TOCA* games. The cars all feel and drive like they are heavier and more solid... That is, until you start banging into things.

The damage system has been given a serious makeover and is now based on real-life physics. By emulating the crumple zones

found in a real car, the system will simulate the same sort of damage that would happen to a real car when it collides with an object. Every polygon that goes into making up each car is independently deformable, so the shape of the object that the car collides with will determine the extent of the damage, right down to the exact degree of the angle the car was struck at. Hoods fly off, front windscreens shatter, wheels tear away, and damaged bumpers dangle dangerously – all signs that it's time to pay a visit to the pits.

Graphically, it is much cleaner looking than the *TOCA* series, with more detailed cars, and improved off-track visuals featuring added movement like trucks, animals, birds and even a monorail. The driving views include the usual two types of outside-behind views plus driver-cam. The on-screen menus are clear, simple and not distracting, however, it would be nice to have the choice to switch it off. Although this early copy has the original *TOCA* engine sounds, they will be replaced by authentic sounds recorded at a special indoor testing facility.

WTC's new arcade feel, along with tweaked AI, looks like making for a well-rounded game, offering everything a racing game should: challenge, excitement and entertainment. Besides, it deserves an elephant stamp just for getting all the Australian details correct. 

The handling and physics of the cars is significantly different in *WTC - World Touring Cars* compared to the *TOCA*s.



PSM OPINION



This is a sharp left turn and clear home straight in front of its predecessors. A slicker presentation with much more variety.



Those looking for the level of difficulty and realism of the *TOCA* series might be disappointed with the new physics and handling of the cars.



Let's hope enough work is done on the four-player split-screen mode to make it bearable to play.

F1 2000

Is nothing safe from EA? Now Formula One gets the big budget, soft rock treatment. **Justin Calvert** hits the straight... And the brake.

Newcomers to Formula One traditionally take a few seasons to get up to speed, spending race after race trailing after the big boys such as Ferrari and McLaren. Electronic Arts are about as big as they come though, and when it releases its first F1 game (which has just missed the start of this year's Grand Prix season in Melbourne) it is looking for first place on the podium.

For the first time ever – if EA doesn't spin off at the first corner – you'll be able to play a Formula One game boasting up-to-date drivers and teams from almost the very start of the new season. No more spending ages typing in the right names – they'll all be there for you.

Naturally, all the circuits are accurately reproduced, and at this stage PSM must warn you that they are the best-looking PlayStation realisations yet. The cars have also been lovingly recreated, complete with the liveries and sponsors for the 2000 season, great-looking cockpits, and little lights on the steering wheel that go on and off when you change gear. Aaah.

Set-up options are somewhat simpler than in other F1 games, and even the fully functioning telemetry system (which records your car's performance on each lap) is easily accessible and will help to squeeze every last drop of performance out of your car.

At the glamour end of the scale is the race highlights option, which enables you to select five or six key events from the race, which may or may not have involved your driver. The only thing missing from *F1 2000* – as far as PSM can tell – is Murray Walker. Instead of his endearing blunders, you'll be in communication with your team in the pit lane. TV presentation comes later from Jim Rosenthal.

Anything else they've missed? Only the smell of WD-40.

Unlike most F1 games that are a year behind, all the current statistics, teams and drivers will be in *F1 2000*.

"...you'll be able to play ... up-to-date drivers and teams from the very start of the new season"

PSM OPINION



The tracks are great-looking, and it features a useful telemetry system and the season 2000 statistics.



There's no Murray Walker, there's less cars than *GT2* (drats), and there's no rally mode (double drats).



F1 2000 promises to be a serious contender. Tyre blow-outs and pit crew mishaps aside, there's no reason why it shouldn't win the race to the top of the charts this year.

Street Fighter EX2 Plus

Just when you thought the *Street Fighter* series was ancient history it moves into a new dimension. So you think you know kung-fu? **Nick Jones** doesn't, but he's getting the hang of some moves...

WATCH OUT FOR...

The All-Conquering Excel Move
So you thought Keanu and mates were cool in *The Matrix*? Well, *EX2 Plus* has a special move that enables you to pull off some even more outrageous kung-fu moves. Every character can do it – press kick and punch together and you can pull off a super 10-string combo in a matter of seconds.

Surely the *Street Fighter* games are long past their sell-by date? It has been more than 10 years since the first, but it seems, thanks to a few name changes here and there, that the series is as popular as ever. The formulaic gameplay evolves at the same rate as a turtle and the game has never quite managed to lift itself out of the 2D ghetto, but its fans don't seem to mind at all.

Not that the snappily titled *Street Fighter EX2 Plus* isn't trying. It's actually the second *Street Fighter* game to experiment with 3D, although the moves are based on the resolutely-2D *Alpha* series. That said, the more over-the-top *Alpha* moves from previous outings have been replaced by a more intuitive fighting system. It's now much easier to pull off combos as they make more sense, and you instinctively know which button to thump next.

For all the lovely 3D visuals though, the game still plays in two dimensions. There's no side-step move – a feature that truly opened up *Tekken III*. The backgrounds are also achingly old school, although they do retain that unique Manga feel.

But *SF EX2 Plus*'s most outstanding feature is its speed. It's a great test of hand-eye coordination, which makes it all the more satisfying when you intentionally pull off a spectacular move. True to form there are numerous characters to choose from, each with their own style. Several new faces make their debut, but you'll be glad to hear that all the old favourites return. There's something about Ken Vs Ryu or Chun-Li Vs Guile that truly warms the blood.

There are plenty of extras here for the dedicated fan. The director mode enables you to record your favourite fights and edit them. Naturally you can preserve these sequences on your Memory Card, then threaten your mates with an exhibition of your *Street Fighter* prowess. Bonus games can be unlocked by completing different levels, which consist of timed exercises or just smashing stuff up.

Street Fighter is the comic book of beat 'em ups. Amazing special effects and combos are part of its folklore. Don't expect anything like the depth of *Tekken III*, but if you're after an arcade experience, *SF EX2 Plus* might be right up your alley.



Graphically this is easily the best-looking *Street Fighter* game on the PlayStation.



PSM OPINION



Classic gameplay with good bonus games and lots of fighters.

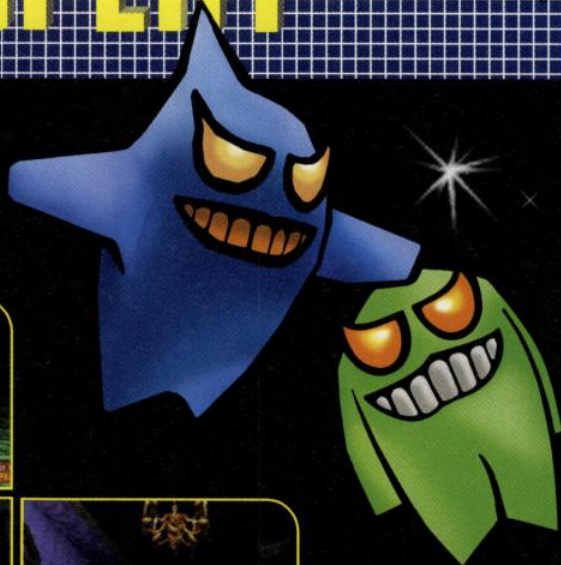


It's not real 3D, the moves are limited, and... Isn't this getting old?



Street Fighter EX2 Plus is another nudge in the right direction and should emerge as the best game in the series so far. But, by its very nature, *Street Fighter* lacks the depth of the *Tekken* games. The whole idea seems a bit dated now.





Ghoul Panic

It was a perfect job for the *Ghostbusters*, but unfortunately they wouldn't come to the rescue. So it was up to **Richie Young** and his trusty G-Con 45 lightgun to save the day.

It's immediately noticeable that *Ghoul Panic* is from the same gene pool as *Point Blank 1* and *2*, and this is not surprising since it's the latest offering from the same stable of shoot 'em ups, including the timeless *Time Crisis*.

In terms of format, objectives and gameplay, *Ghoul Panic* and the *Point Blank* games couldn't be more similar. The trademark style that made the Doctors a huge success in *Point Blank* has re-emerged in *Ghoul Panic*, however, the characters and storyline are brand spanking new.

Set in a haunted house, *Ghoul Panic* mixes comic horror with excellent gameplay. A wicked witch named Witcherina (well it's original...) weaves her evil and turns your sister and yourself into cats. Seething with revenge and wanting Witcherina to reverse the spell, you venture into her house.

Inside, you find a whole gallery of things to satisfy your blasting urges. The house is dimly lit and contains four floors. Short of being free-roaming, adventure mode allows you to move around the house by directing where you want to travel by shooting the corresponding (↑, ↓, ← and →) arrows. This is one of the best innovations of the game and is the starting point for you to search the house for items to advance further in the game. Hidden in each level are various keys and tools that help you complete each floor. As each floor is completed, a sub-boss appears that you need to defeat.

"Not only will you be blasting more ghosts and ghouls than chickens and sheep, the stages are more interactive"

Along with the excellent adventure mode, there is party, survival, arcade and practice modes à la *Point Blank* as well.

Although similar to Namco's other shoot 'em up titles, *Ghoul Panic* introduces us to new tasks and games. Not only will you be blasting more ghosts and ghouls than chickens and sheep, the stages are more interactive, including parts of the scenery which are shootable. So, instead of shooting ghosts, you can hit a table, chair or even a picture frame and take out a number of critters with one blow, resulting in heightened entertainment value.

One particular level that is outstanding and looks fantastic has you trying to shoot as many skeletons as possible while they parade and dance across the screen. Some breakdance while others do the moonwalk and dance Latino-style!

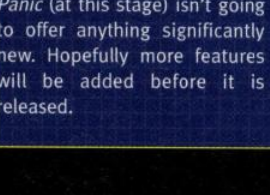
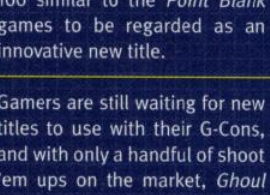
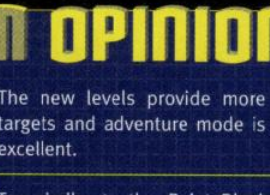
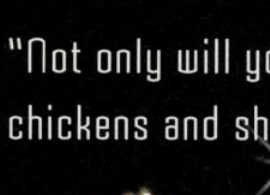
Once each level has been completed, you'll be given a breakdown on your shooting performance. Statistics for your number of hits, rate, speed and accuracy are all calculated. Again, as with the *Point Blank*s, each level is either classed as practice, beginner, advanced or insane. However, overall *Ghoul Panic* offers more challenges and greater playability.

An all-new four-player party mode is sure to please. It takes the form of a simple race in the same vein as the old roll-the-dice board games as you wait for your turn. The distance you travel here is determined by how well you perform on each stage. More points convert into more metres. This encourages competition and puts *Ghoul Panic* amongst the best party games available.

While this game and the previous Namco shoot 'em ups have been designed for use with a joypad as well, it's with the G-Con when they really shine. When *Ghoul Panic* is released you will have the option to purchase it as a bundle with the Namco G-Con 45 lightgun.

Overall, as much as *Ghoul Panic* has 'borrowed' from its older family members, Namco has produced an entertaining shoot 'em up with lots of comic appeal.

The trademark style that made the Doctors a huge success in *Point Blank* has re-emerged in *Ghoul Panic*.



PSM OPINION



The new levels provide more targets and adventure mode is excellent.



Too similar to the *Point Blank* games to be regarded as an innovative new title.



Gamers are still waiting for new titles to use with their G-Cons, and with only a handful of shoot 'em ups on the market, *Ghoul Panic* (at this stage) isn't going to offer anything significantly new. Hopefully more features will be added before it is released.

RADIKAL BIKERS

Publisher: Ozisoft/Infogrames | Developer: Gaelco | Release date: April | Origin: Japan | Style: Pizza boy racer | Players: Two



For those of you who have ever dreamed of being a pizza delivery boy...

Radikal Bikers was a massive hit in the arcades, with its funky handlebar controller and novel concept of racing around cities, popping wheels, and delivering pizzas. Those gluttons at Infogrames reckoned it'd make a great PlayStation port, so here it is in all its anchovy-laden glory.

The premise is a simple one. Ride your scooter along city streets, booting cars out of the way, while trying to get your pizza to the next stage before the cheesy topping congeals.

Sticking to its arcade roots, the action

is very cartoony – bright colours, kiddy characters and outlandish bikes. In the arcade mode you're racing against a computer-controlled delivery driver, and he's very handy at taking sharp corners. Beating him without the use of shortcuts or power-ups is very difficult.

The arcade game only had a handful of tracks, but for the PlayStation version the developers have built 28 new circuits which are littered across the globe. To get them through the city streets and weave through traffic, the drivers have use of power-ups. Turbo lets you speed

over car roofs, while the power kick just boots everything out of your way. If you want to get through the game, at the moment you have to pretty much hit every turbo on the track.

Graphical glitches abound in this preview version and the difficulty level needs to be tweaked to make the game more playable. All the same, we do have a soft spot for arcade classics and *Radikal Bikers* has that elusive something that keeps you coming back for more. Much like a Super Supreme with extra anchovies... **DM**

CRUSADERS OF MIGHT AND MAGIC

Publisher: Sony/3DO | Developer: New World Computing | Release date: Out now | Origin: US | Style: Role-playing game | Players: One



A third-person adventure set in a magical world threatened by undead monsters.

One of the longest-running role-playing lines on the PC, the *Might And Magic* series is about to make its PlayStation debut. But rather than sticking with those traditional role-playing rules, New World Computing has taken a different approach for *Crusaders*.

Combining role-playing elements with the popular, third-person adventuring made famous by the *Tomb Raider* series, *Crusaders Might And Magic* throws you into a magical world threatened by an army of undead monsters – the Legion Of The Damned.

Cast as Drake you must join the High Guard and destroy the undead menace. It's not easy!

Drake is capable of all the usual running, jumping and climbing moves in his efforts to thwart the great evil. In addition, he can make use of a variety of objects that are fortunately lying about to help reduce his opponents to bone powder. He can even chuck magical spells about if he's in the mood.

As you progress through the game, in typical role-playing style Drake slowly gains experience – improving his

statistics and developing new skills and abilities.

Crusaders Of Might And Magic certainly yanks all the right RPG knobs, and with its fresh action bent, may be just the thing that *Deathtrap Dungeon* fans in particular have been waiting for. The game is a clever combination of 3D action and role-playing that certainly has a lot of promise, but perhaps because of its subject matter and all-round 'beardiness', is unlikely to challenge the likes of *Ms Croft* and *Mr Soul Reaver*. Time will tell. **AB**

NEED FOR SPEED: PORSCHE 2000

Publisher: EA | Developer: EA | Release date: April | Origin: US | Style: Racing | Players: Four



An amalgamation of the *Need For Speed* series and a few other well-known driving games.

The *Need For Speed* series is becoming so bloated that the sequel numbers are being left off. EA is also obviously having a hard time coming up with new ideas. *Porsche 2000* is just an amalgamation of old *Need* games and a few other well-known driving games. For example, there are the police chases from *Hot Pursuit*, the career mode, garage and winnings of *Gran Turismo*, and the, umm, Porsches from *Porsche Challenge*.

To its credit, *Porsche 2000* is about as stuffed full of features as a Mini would be if you attempted to recreate the joke

about how to fit five elephants in it. The career mode sees you start out as a new employee at the Porsche testing garage in 1948. Through a series of challenges, timed laps and worldwide deliveries you hope to gain promotion. Some take place on test circuits, others on the open road with cops and Sunday drivers out.

Alternatively, you can start out with some cash and buy an old and cheap Porsche, then take part in a number of cups and endeavour to build up your resources and garage to earn more money. The career mode works in real-time, with

vehicles depreciating with use and age, and some of the other 40 models becoming available at historically appropriate times. There's also a series of two and four-player split-screen races and challenges to try out. Capture the flag is a race to a number of random checkpoints, while chase mode acts like tag as you ram your opponents at every opportunity.

The series has always had an arcade bent, but with the addition of an official license, *Porsche 2000* is trickier to drive. It may not be entirely original, but it might keep you happy if you've finished *GT2*. **SO**

GEKIDO

Publisher: Ozisoft/Infogrames | Developer: Gremlin | Release date: April | Origin: UK | Style: Fighting adventure | Players: Four



Not the most original-looking game, but it is well-designed and polished.

"I'll have ya!" This is the call to action that many a fighting game has heeded, only to get a face full of asphalt. Combining fighting with 3D street walking, as *Ninja* and *Fighting Force* demonstrate, can be a pretty painful business. Nevertheless, *Gekido* has chosen to exit the safe confines of the arena, knowing the risks if it can't deliver responsive controls and a range of useful moves.

Perhaps wisely, *Gekido* takes the arcade route (think *Double Dragon* or *Streets Of Rage*). It doesn't bother to hide the fact that you're basically flipping from one

stretch of road/bridge/train to another. Instead it concentrates on cramming as many mutants and other assassins into each stage as possible. Your opponents are a curious mix of men with guns, ninjas with knives, towering robots, snarling dogs and various sub-categories of man/animal things with electrifying special attacks. All must be beaten with just the power of your limbs, or perhaps bits of scenery and enemy weapons.

Where *Gekido* looks to score over previous street scrappers is in the number of moves on offer. By focusing on combos,

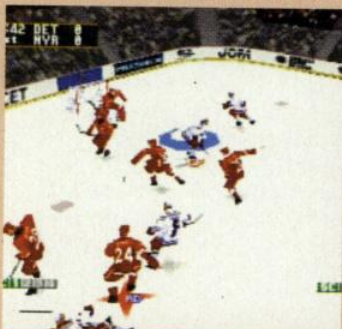
and including both airborne and crouching moves, *Gekido* sidesteps out of trouble before boredom sets in. Progression is rewarded with new moves, the button combinations are displayed in a neat on-screen box and each playable character adds to the variety.

It might not look original, but *Gekido* looks well-designed and polished. Will it last? Like many arcade games, *Gekido* is linear and relies on continues rather than restart points. It could be all too easy to continue straight through its 17 missions **PW**

PREPLAY

NHL BLADES OF STEEL 2000

Publisher: GT Interactive | Developer: Konami | Release date: April | Origin: US | Style: Hockey sim | Players: Eight



There are stacks of moves at your disposal but getting the players to do them is half the battle.

NHL Blades Of Steel 2000 is Konami's latest effort in the ice hockey arena, and on face value it's got everything a NHL fan could want. In fact, in terms of gameplay options, *BOS* is right up there with *NHL 2000*. When you're on the ice you can perform almost every move in the sport, such as wrist shots, formation changes, and flip passes. And of course, there's fighting involved as well – a must in any *NHL* title.

Unfortunately, while you have all these moves at your disposal, getting the players to do them can be a chore, as the responsiveness of the game isn't good at

all. Visually, it's very slick and fast-paced, but once you're holding the Dual Shock, the game feels like you're ice skating on wet cement.

Much like Konami's *NBA In The Zone 2000*, the graphics aren't great but the sound is pretty damn good. As mentioned earlier, each player moves very fluidly, but they look terrible. The overall look of the game isn't that bad though, due to some great camera angles and cut-scenes that make it seem like you're watching an actual NHL game on TV.

BOS's sound effects are acceptable, but nothing special, and the play-by-play work

of Randy Hahn is great. While he is quite repetitive, most of the comments fit the action well and he does add some professionalism to a game that is in need of it, big time.

Trying to knock *NHL 2000* and *NHL Championship 2000* out of the position of the Kings of Ice Hockey Games is a tough ask. *NHL Blades Of Steel 2000* really does have to improve quite a bit to make NHL fans switch to this title. Somewhere, hidden under the sloppy graphics and sluggish control, lies a good game. It's Konami's job to lure it out of hiding. **EC**

BALLISTIC

Publisher: GT/THQ | Developer: Mitchell Corporation | Release date: May | Origin: Japan | Style: Puzzler | Players: Two



A refreshing puzzler where you match coloured balls and spark chain reactions.

Simplicity is a beautiful thing. In an age where we are often bombarded with games that require a rocket science degree to decipher, THQ is set to release this refreshing puzzler.

Based on the same simple premise of Taito's *Bust-A-Move* games, *Ballistic* is all about matching coloured balls and sparking chain reactions. There are three modes – Panic, Stage and Vs – all of which prove to be dangerously addictive!

Essentially this game comprises a concentric spiral that contains coloured balls moving towards the centre. Your

job is to protect the centre by eliminating the linked balls and stopping them in their tracks. Any number of multiple balls of the same colour will 'explode' and as the number of balls and speed increases, so does the importance of chain reactions. During the more difficult stages other nasties are thrown in. There are special 'bullets' sent out in the mix of balls and mini-tornados that bounce your shots away.

Visually, *Ballistic* is far from mind-blowing. The graphics are colourful and well-designed but are less detailed than

those of *Bust-A-Move*. However, thankfully they won't fry your eyes after endless hours of play like some other puzzlers.

Simultaneous play with a mate is top fun as you battle it out to eliminate your allocation of balls in the shortest time. You'll soon be figuring the best ways to 'seed' a reaction, as opposed to knocking out small sections of the trail quickly.

Puzzle games come few and far between and decent ones are even more rare. *Ballistic* is shaping up as an addictive game with a ton of entertainment value. **RY**

NBA IN THE ZONE 2000

Publisher: GT Interactive | Developer: Konami | Release date: Out now | Origin: US | Style: Basketball sim | Players: Eight



Features include a slam-dunk competition – the first for a basketball title.

In the world of NBA basketball games, there are two distinct styles of game that you can choose from. The first is the NBA sim, featuring the likes of *NBA Live* and *NBA Shootout*, while the other is the NBA arcade-style game, which is owned by *NBA Showtime*. *NBA In The Zone 2000* from Konami slots somewhere in the middle of these two styles by providing an NBA game that features all the trimmings of the sim-style titles, but with a few twists to make sure the gameplay is fresh.

One such twist is the slam-dunk competition. *NBA In The Zone 2000* is the

only basketball title with this feature. It's also quite difficult to throw down some amazing dunks, but once you get the hang(time) of it you should be 360'ing with relative ease.

Two areas of *NBA In The Zone 2000* that could do with some work are the control and graphical departments. While each character moves fairly smoothly – much smoother than *NBA Live 2000* – and they have a nice array of motion-captured moves, getting them to perform these moves is very difficult. The game doesn't have the same realistic feel as *Live*, but it's not as over-the-top as *Showtime* either.

ITZ 2000 is a mixed bag graphically. The courts look quite nice, but the players don't look so good. Also, replays are far too short and the camera work is rather poor as well.

Ray Clay, who is the courtside announcer for the Chicago Bulls, adds a lot to the atmosphere of this game. However, Konami hasn't provided any commentators for the play-by-play, leaving the game feeling empty.

NBA In The Zone 2000 isn't going to make basketball fans switch from their favourite titles (most probably *Live 2000* or *Showtime*), but it might just make a pretty good "second best" game. **EC**

GALERIANS

Publisher: Crave | Developer: ASCII | Release date: TBA | Origin: Japan | Style: Scare 'em up | Players: One



A young lad has been genetically enhanced and boasts telekinetic abilities, like moving his hand.

Galerians tells the story of a young lad, Rion, who on awakening in an operating theatre finds he has been genetically enhanced and boasts devastating telekinetic abilities. Using them to remove the metal clamps holding him down, the game begins with an amnesiac Rion escaping his confines and looking for answers.

Like all good thrillers, *Galerians* starts with a mystery and adds layers of background via intercut scenes. This gives the ASCII team the chance to show off some stunning rendered movies, with cut-scenes of bloodied corridors full of dead

scientists, a mysterious blonde and heavily-armed guards. It's all very cinematic and paves the way for later twists in the plot.

Comparisons to *Resi* are inevitable. With its multiple camera views and puzzle-based gameplay, *Galerians* is certainly very familiar. Like *Resi*, it utilises an object-manipulation system, wherein useful items can be picked up and stored for later use. This system is used well, with an obviously ill Rion forced to keep popping pills to relieve the energy-sapping pains his new telekinetic powers have triggered. It certainly adds urgency to the game.

However, when Rion touches objects using his psychic link, a mental image appears offering a blatant clue to your next move. For the most part, the image will be of a coloured switch or the whereabouts of an object. These overt signposts are set to become the game's main point of contention.

But *Galerians* is more concerned with storytelling than puzzle-cracking. This even extends to your character whose abilities grow with the plot. Will it be a *Resi 3* beater? Read our minds via a future review... **SM**

PLAYTEST

"Yay, *Beatmania*!" Up went the disco balls and coloured lights, in came the smoke machine, and out came our favourite dancing frocks... Talk about disco fever. Once we recovered, we became obsessed with *Colin McRae Rally 2.0*, *Syphon Filter 2*, *Micro Maniacs*, *MediEvil 2*, *Rollcage Stage II* ... and more!

PSM ratings

- 10** For games that are near-perfect. A must-buy.
- 9** Highly recommended, this is a great game to play.
- 8** Very good. Well worth considering as a title.
- 7** Not bad, but minor flaws mean we have doubts.
- 6** Fairly average. Not really worth purchasing.
- 5** The wrong side of average. We'd avoid it.
- 4** Looking pretty dodgy. Major problems here.
- 3** Very poor. Something has gone badly wrong.
- 2** Rubbish. An inept, short-lived game. Just crap.
- 1** Take CD from sleeve and use as coffee coaster.

REVIEWED

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Beatmania has swept PSM Towers and the office was transformed into a nightclub with Grand Master Rob spinning the discs.



JASON

NAOMI

RICHIE

ROB

JUDIE

FIONA



Colin McRae Rally 2.0



E.V.I.

Publisher:	Ozisoft
Developer:	Codemasters
Release date:	April
Origin:	UK
Style:	Rally sim
Price:	\$89.95 (NZ\$119.95)

The rally game for purists and Sunday drivers alike is back – and how...

The first thing *Colin* veterans will notice upon starting up *Colin 2* (sorry, *Colin 2.0*) is that the blue Subaru Impreza is no more. Mr McRae accepted a large envelope of money from Ford last year to abandon his Japanese pels and clamber into the new Focus rally car. But fear not, fans – the Impreza is still available as an option, along with the Mitsubishi Lancer, the Toyota Corolla, the Peugeot 206 and the SEAT Cordoba. Oh, plus some splendid hidden bonus cars.

The next thing you'll notice is that the graphics are absolutely astounding, depicting everything in fantastic detail. The cars have transparent windows through which you can see the roll-cage and the seats. But how it has managed the next bit truly is a mystery.

If you crash into a tree you'll actually damage the car. Not just bend it randomly a bit, but deform it properly as if you'd actually driven a real car into a real tree. The front will smash in, and the bonnet will pop-up and flutter disconcertingly every time you go over a bump. Spin into a rock and you can burst the boot open, so it flaps up when you slam on the brakes. You can even dislodge the rear bumper, leaving it hanging precariously by one screw. The faster you go, the more it flails in the slipstream.

The roads and tracks you belt along are fearfully narrow, and the finely-detailed graphics provide an exhilarating impression of speed as trees, rocks, houses and spectators whip past your wing mirrors. Hit a bump and you're airborne in an instant. The sense of terror becomes even more intense when you switch to the Colin's-eye view, which has you peering over the dashboard through a murky windscreen, wincing every time you hear the back of your car swing out behind

care rocks outside. Crk."), or simply get a corner completely wrong, and here, again, *Colin McRae Rally 2.0* excels. Rather than the impassable barriers lining the roads that you get in most racing games, Codemasters has included a generous run-off area on either side of the track. So you might find yourself spiralling off the road down an embankment, or careering through a field, or dodging trees.

Colin 2.0's vogueish front-end enables you to play the game in a variety of ways. Most authentic is the Rally Championship mode, which sees you thundering through Finland, Greece, France, Sweden, Australia, Kenya, Italy and the UK, tackling a series of stages in each country including occasional head-to-head Special Stages. The pioneering system from the original game is carried over, whereby you get 30 minutes of maintenance time between stages to repair your car.

Or you can play individual rallies or stages separately. Or you can race against a ghost of yourself in time trial mode. This is surprisingly good fun in itself as you shave tenths of seconds off your time, improving your driving technique all the while. The high score table even gives you a code so you can register your time for posterity at www.codemasters.com (or on *PSM's* Challenges page).

Or, more radically, you can play in arcade mode. The graphical detail takes a hit at this point to keep the frame-rate up, so there are no more transparent windows and you might spot a bit of pop-up on the horizon. A thoughtful addition, but if pack racing is your bag, you're probably better off playing *GT2* or even *TOCA 2*.

There are two-player split-screen versions of the rally and arcade modes, the former showing your opponent as a ghost, and the latter allowing you to collide with each other. There's also a take-it-in-turns

"If you crash into a tree you'll actually damage the car. Not just bend it randomly a bit, but deform it properly..."

you and crunch into a wall. The view cunningly tilts as you squeal around corners, so you can almost feel the G-force in your neck. It's probably more sensible to stick with the behind-the-car or the bonnet cam, though – mainly so you don't miss out on all the panel-beating fun. The from-behind view is also customisable – a great touch.

The handling is top-notch, too. Your wheels and suspension react extremely convincingly to the terrain, and the car slides through bends just like the real thing. Different road surfaces provide different levels of grip, so if you come slithering sideways off a gravelly section on to a stretch of tarmac, the car will snap into line with a squeal of the tyres. Snow, meanwhile, requires a whole new way of thinking – the car rarely points at less than 90-degrees to your direction of travel. The only drawback is that the claustrophobic roads mean you rarely get to pull off the long, delicious power-slides that are possible on *Gran Turismo 2's* wide dirt tracks.

It's inevitable that sooner or later you'll mishear one of co-driver Nicky Grist's directions ("Crk. One hundred, four left into six right,

version of rally mode for up to four players. And there's a knock-out tournament, where players take it in turns to pair up and race on the special stages, starting with a custom-built track in a Japanese dockyard.

Aside from the two-player rally option, which can get fiercely competitive, and perhaps the tournament thing, *Colin 2.0* is a game that's best played on your own. Success at intermediate and expert levels in the rally and arcade modes is rewarded by bonus cars to supplement the original six. At the risk of spoiling the surprise, there are some fantastic ones, including the Lancia Stratos, the Mini Cooper and the manic Metro 6R4.

The only serious rally rival to *Colin 2.0* is the rally mode in *Gran Turismo 2*, just one mode in a 10/10 game, so *Colin 2.0* duly scores 9/10. That said, *Colin 2.0* is ultimately closer to real rallying. And, crucially, a lot more exciting than *GT2* as you hurtle at impossible speeds through gaps that look barely big enough to squeeze a bicycle through, let alone a slaving 300mph dirt-monster. What to do? Buy both.

Jonathan Davies



WHY NOT TRY...

<i>Gran Turismo 2</i>	10/10 PSM 31
<i>V-Rally 2</i>	10/10 PSM 24
<i>Colin McRae Rally</i>	9/10 PSM 25

VERDICT

9

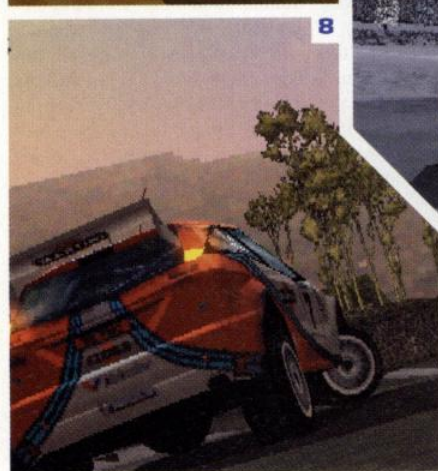
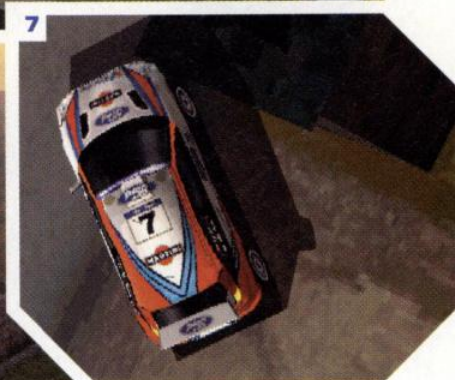
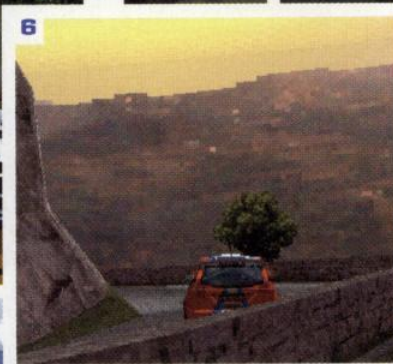
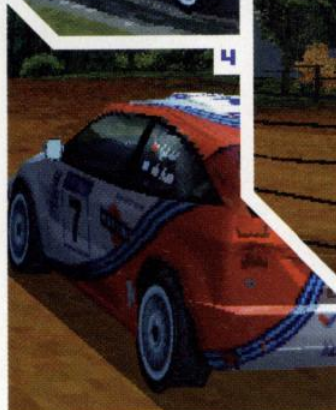
GRAPHICS
GAMEPLAY
LIFESPAN

- 10** Hyper-detailed cars and fabulous scenic scenery.
- 9** Fast, scary and varied. Play it however you like.
- 9** Dozens of stages and secret cars to unlock.

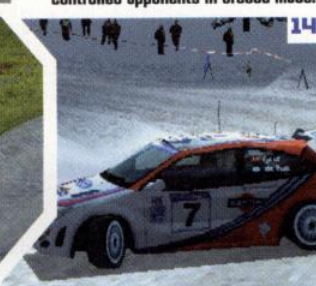
Rallying reaches new heights of realism and naked terror. *Colin 2.0* is engrossing whether you're mucking about or tackling the World Rally Championship.

steering
wheel

analog

dual
shockmemory
cardnumber
of players

13 The replay mode shows off the car models to great effect.
 14 Dirt trails behind your car help to give a real sense of speed.
 15 You'll be blinded by the sun occasionally.
 16 For once the external view might be your best bet... Sliding around corners at 90 degrees can be very disorientating otherwise.
 17 Two-player mode loses a little of the eye-candy but doubles up on the fun factor.
 18 Don't like your car? Customise it!
 19 The Swedish track will spin you out.
 20 You can race up to five computer-controlled opponents in arcade mode.



HOW TO... MODIFY YOUR CAR



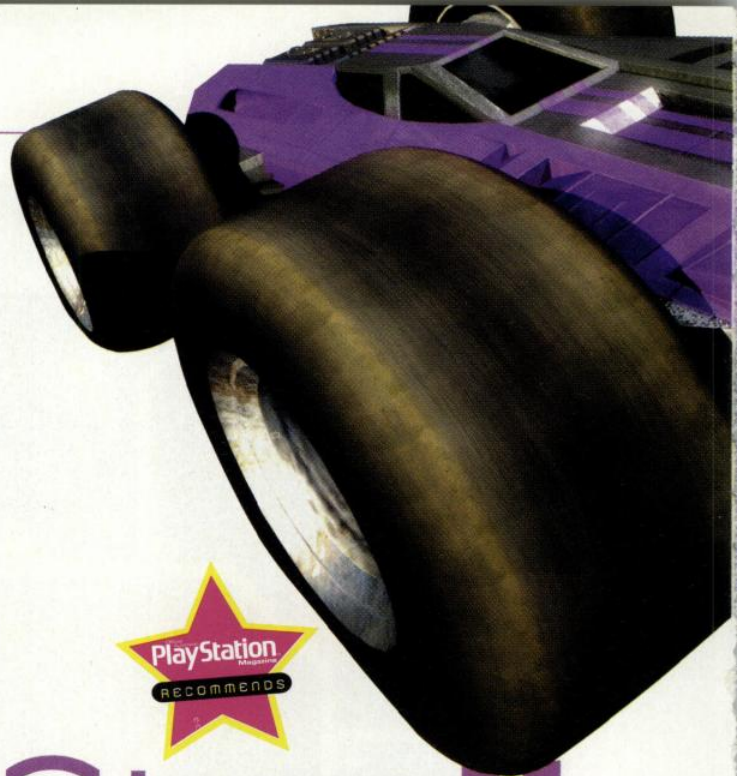
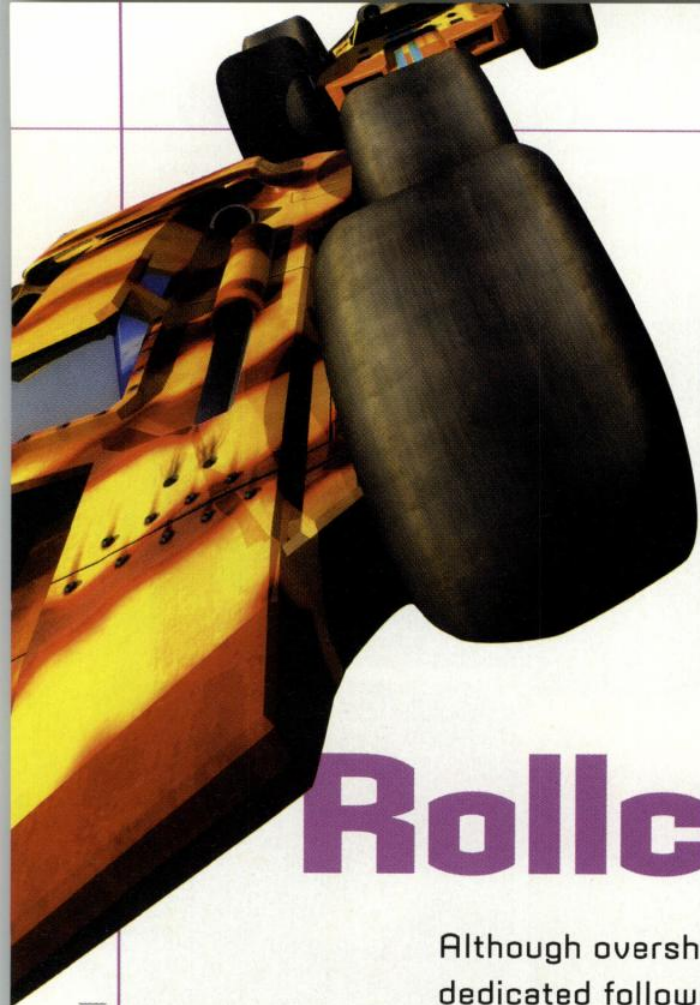
First, get the Focus up to about 110mph and fail to hear Nicky Grist warning of a sharp, tree-lined corner. That should loosen up the bonnet.



Next, as you try to rejoin the beaten track, reverse into another tree at about 50mph. The boot will now flap open every time you brake.



Ooh and that seems to have dislodged the rear bumper as well. It's trailing nicely along the road behind us in a shower of sparks.



Rollcage Stage II

Although overshadowed by its superficially similar stablemate *Wipeout*, dedicated followers of *Rollcage* will tell you that it is, nevertheless, the better game. And here is *Stage II* to prove it — again.



EVI

Publisher:	Sony
Developer:	Attention To Detail
Release date:	Out now
Origin:	UK
Style:	Puturistic racing
Price:	\$49.95 (NZ\$TBC)

The original *Rollcage* was one of those games that everyone generally agreed was great, but never really sold in the quantities it deserved to. A sci-fi combat race 'em up, *Rollcage* boasted the novel attraction of cars with wheels bigger than their bodies. This enabled the vehicles to hit rocks, flip over and keep on going. Better still, you could also race the cars across tunnel ceilings, fly out the other side, land upside-down and not even notice. Great as it was, the game did have some control problems that led to some very confusing moments, such as when your car span out of control and you suddenly slipped from first to fifth place. Wisely then, the first thing the developers tackled when developing the sequel was the handling. This time around the cars feel a lot

course without worrying about collecting weapons or eliminating the enemy. While this may sound stupidly simplistic, the fiendish design of the tracks — all pencil-thin straights, 45-degree turns and gravity-defying loops — will tax all but the most bionically-enhanced of players. Frustrating as *Scramble* may be, it's the sort of thing you'll find yourself playing at 4am, ravenous, having skipped the previous day's breakfast, lunch and dinner because you couldn't tear yourself away.

Surprisingly, *Rollcage Stage II* isn't a huge leap in terms of graphics. But then, it probably doesn't need to be. The graphics were impressive enough first time round and it's better to have glitch-free, lung-crushing speed than needless bells and whistles. The subtle visual enhancements that are there — new weapon pyrotechnics, and the occasional spaceship fly-

"...the most significant addition to *Stage II* is the Scramble mode, featuring insane roller coaster-like mid-air tracks..."

more rooted to the ground, and though you're still as likely to go head over (w)heels, you're now more likely to blame yourself rather than the game.

Naturally, *Rollcage Stage II* features all the elements you'd expect from a sequel. There are new and improved weapons, more cars to choose from, and different track styles. However, the developers have gone beyond the call of duty and just kept on adding new features. There are some 16 styles of play in the game and an astonishing 60-plus tracks. Some are hidden, like Rubble Soccer and Pursuit, in which the player must respectively nudge big rocks into the opponent's goal and catch up with them on an oval circuit. But others, such as the mass destruction of Total Racing, are there for the taking.

By far the most significant addition to *Stage II* is the Scramble mode, featuring insane roller coaster-like mid-air tracks with no crash barriers. The aim of Scramble is simply to finish the

by — are welcome, but add nothing to the actual gameplay.

If there's anything to grumble about, it's the music and presentation. Like its predecessor, *Rollcage Stage II* mimics *Wipeout*'s style a little too closely for comfort. The game is brilliant enough in its own right, without the need to copy *Wipeout*'s icon system, presentation and soundtrack. Speaking of which, while there's nothing wrong with the licensed soundtrack as such, it pales next to *Wipeout*'s big-name signings and merely confirms many peoples' erroneous opinion that *Rollcage* is the inferior game.

Rollcage is strong enough to stand on its own two feet. If it wants to sell in the millions it needs to forge an identity of its own and stop trying to look like something else. But that's for *Rollcage Stage III*. What we have now is *Rollcage Stage II*. Put aside your poor-man's-*Wipeout* prejudice and revel in one of the greatest combat racing games ever.

Paul Rose



WHY NOT TRY...

<i>Wipeout 3</i>	10/10 PSM 26
<i>Rollcage</i>	9/10 PSM 20
<i>Motorhead</i>	9/10 PSM 11

VERDICT

9

GRAPHICS
GAMEPLAY
LIFESPAN

- 9 Gorgeous enough, but it's the speed that astonishes.
- 9 Sixteen fiendishly addictive modes of play.
- 9 You'll be playing it for years.

Racers don't get much more exciting than this. *Stage II* is much more than a sequel. Improved graphics and expanded gameplay mean this game can stand toe-to-toe with the best.



analog



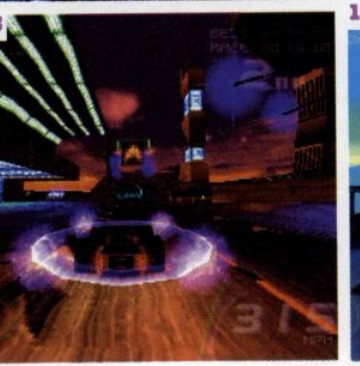
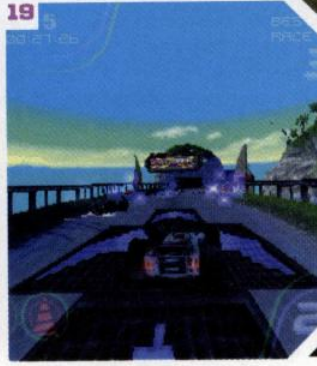
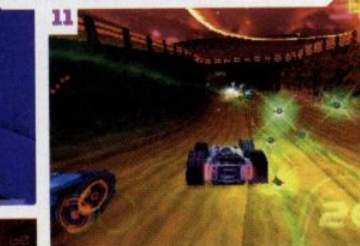
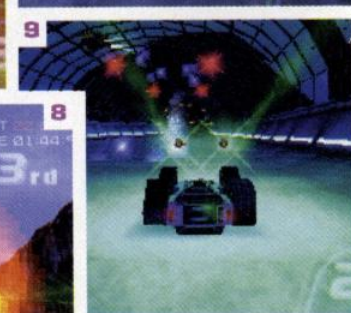
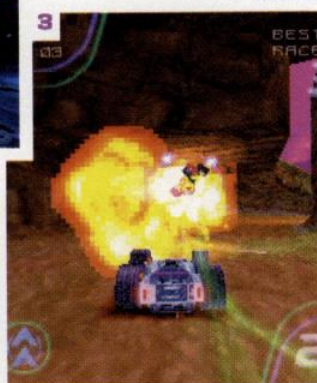
dual shock



memory card



number of players



- 14 Subtle improvements to the graphics include new pyrotechnics.
- 57 An incredible 60-plus tracks and some 16 styles of play are featured.
- 8-10 Some tracks are available from the start, while others are hidden in the game.
- 11-12 *Rollcage Stage II* is a serious challenger to the *Wipeout* franchise.
- 13-17 All the tracks are both fiendishly challenging and maddeningly addictive.
- 18-20 Better handling means that the cars feel much more rooted to the ground, without detracting from the hi-octane thrills.



Syphon Filter 2

Syphon Filter emerged from next-to-nowhere last year and earned a battalion of fans with its explosive brand of action. The sequel has arrived in very quick time, but don't worry, because it's even better.



EW

Publisher:	Sony
Developer:	989 Studios
Release date:	April
Origin:	US
Style:	Action/Adventure
Price:	\$69.95 (NZ\$TBC)

Emerging just a few months after *Metal Gear Solid*, *Syphon Filter* inevitably suffered from the obvious comparisons that were going to be made. If *Metal Gear Solid* had not existed though, *Syphon Filter* would have clearly been one of the best games of last year, and in some ways comparisons with *MGS* are unfair, as *Syphon Filter* is far more an action-packed romp than a game of tactical espionage. With such a gung-ho one-dimensional hero as Gabe Logan (who lacks the complexities of Solid Snake), it couldn't really pretend to be anything else.

The sequel has been banged out in very fast time indeed (989 Studios were obviously cracking the whip with the developers at Eidetic), but *Syphon Filter 2* is not a rushed job at all. Coming on two CDs, packed full of cinematic computer animated scenes, *Syphon Filter 2* provides excellent (and often very challenging) single player missions, as well as an all-new two-player death-match mode that may finally get you off endless bouts of *Quake II*.

The story starts just after the events in the first *Syphon Filter*. It seems that Gabe's exploits weren't quite enough to stop the *Syphon Filter* virus, as his partner Lian Xing has contracted the deadly disease, and the evil corporation behind the virus still exists. The first level begins with the plane carrying Gabe and his men being fired on, and they are forced to come down "the hard way" (i.e. by parachute). You start to control Gabe just as the parachute nears ground, a very nice beginning indeed.

After that the story becomes quite confusing and complicated, but you can expect lots of double-crosses, unexpected disasters and diabolical plots, and while the cinematics are no great jump in quality, they are numerous and fairly entertaining. Don't take Gabe (or the whole game) too seriously – this guy is just a meathead action man (like Duke Nukem without the sexism and bad fashion), and his adventures should be enjoyed just like an action movie.

The gameplay itself cannot be so mindlessly enjoyed, however, and while some sections are easy, others will tax even the most hardened player. Each of the 12 single-player levels is split into sub-sections, delineated by checkpoints (from where you can save). Some sub-sections are truly diabolical in their difficulty, with the player almost having to play perfectly to get through (i.e. lightning-fast head shots before they shoot you). This can be quite frustrating in stages, especially when there are AI problems (there's one section where your partner can shoot uninterrupted, but when you appear in the open, snipers can keep a lock on your head –

even when you're rolling), but when you finally make it through there's a big sense of satisfaction.

While Gabe's levels are mainly action-based, with a variety of very cool weapons to use and abuse, you will also get to control Lian Xing in several sections, and as she starts out a captive, this is where your stealth skills will come into play. She has to sneak through corridors and get out of various locations unseen, and cannot use any sort of noisy weapon to dispatch enemies (lucky for that taser!).

The control method and game engine is identical to that in the original *Syphon Filter*, so fans will feel right at home. The only change seems to be an automatic jump over chasm, and this makes things a lot easier, although unfortunately close-range fighting is still highly inaccurate and pretty much useless unless you're desperate or willing to waste lots of ammo. The gameplay is even more action-packed and cinematic this time around though, and there are often many characters on screen at once and some sections are extremely visually impressive.

Once you've finished the single player game, there's a two-player death-match mode to be enjoyed. Controls and features are identical to single player (so there's auto and manual targeting), and it plays fast and smoothly. The level design is good (plenty of places to stand and fight, or hide and camp if that is more your style), and although the third-person perspective may take a while to get used to for those accustomed to the first-person/*Quake* view, it still provides intense matches. The camera angles can be fairly painful at times, however.

Some arenas are from locations in the first game, and each arena is tailored to a certain type of battle, so specific weapons and ammunition will be found. Some arenas are overloaded with ammo, while others will have you scouring around for scarce resources.

The death-match mode will give you many more hours with *Syphon Filter 2*, but even just the excellent single player mode makes this a worthy sequel. Fans of Gabe Logan (and Lian Xing) will be smiling mightily from the moment it starts. Get your trigger fingers warmed up – you're going to need them!

Stuart Clarke



WHY NOT TRY...

<i>Metal Gear Solid</i>	10/10 PSM 32
<i>Duke Nukem: Time To Kill</i>	9/10 PSM 15
<i>Syphon Filter</i>	8/10 PSM 24

VERDICT

9

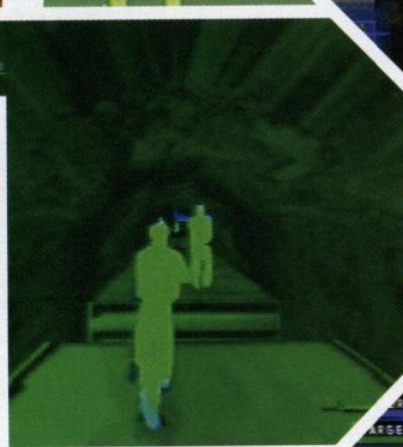
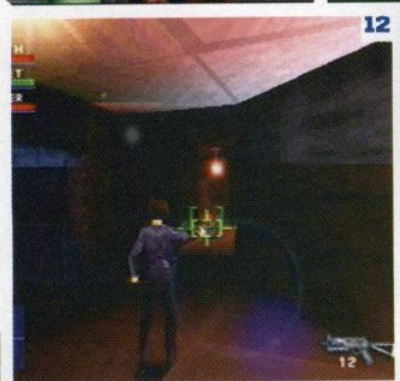
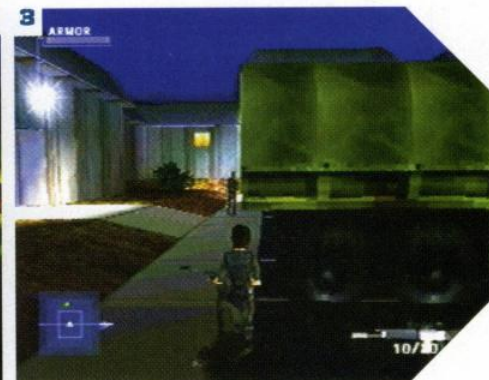
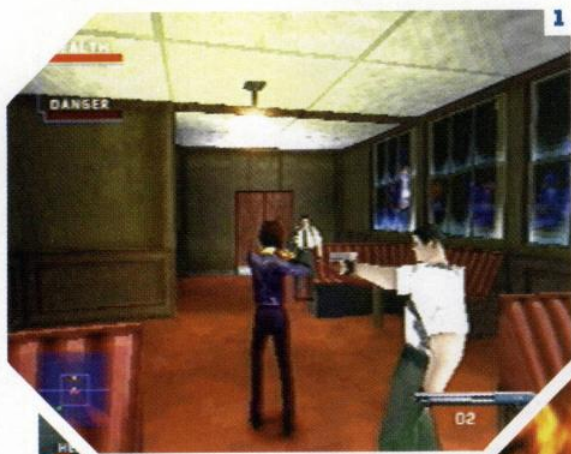
GRAPHICS
GAMEPLAY
LIFESPAN

- 8 Detailed environments and nice character movement.
- 9 A mix of stealth and violence. Mostly violence.
- 9 Two-player death-match mode adds considerably to the lifespan.

A sequel should always be better than the original and *Syphon Filter 2* certainly is. A challenging, action-packed adventure.



analog

dual
shockmemory
cardnumber
of players

- 14** Enemies are able to see just as far in front of them as you are, making the stealth element much more intuitive and realistic.
- 5-8** Sniper rifles and flame throwers are undoubtedly the weapons of choice, but without night-vision on certain levels you might as well be armed with a knife and fork.
- 9-12** Sequences between missions link the different levels almost seamlessly.
- 13-15** Gabriel and King have a great selection of moves.
- 16-18** Weaponry can be anything from a simple knife to a machinegun, although it's often the quieter option that makes the most sense.



E.V.I.

Publisher: Ozisoft
Developer: Codemasters
Release date: Out now
Origin: UK
Style: Racing
Price: \$79.95 (NZ\$119.95)



MicroManiacs

Put your hands together for a racer that couldn't care less about realism.

Micro Maniacs, in case you haven't heard, is the hotly anticipated sequel to *Micro Machines V3* — arguably the finest multiplayer party game on the PlayStation. Presumably feeling that they'd exhausted the *Micro Machines* concept, the team at Codemasters has come up with an incredibly simple, yet ingenious, way to expend upon its highly successful formula. By replacing the minuscule motors with pint-sized pedestrians, Codemasters has opened up a whole new world of opportunity, one where you can jump over spoons, climb up tablecloths and even death-slide down strings of spaghetti. *Micro Maniacs* is the most fun you'll ever have with your mates in a kitchen, a bedroom, a student flat or in a bath, subject to the nature of your friendship.

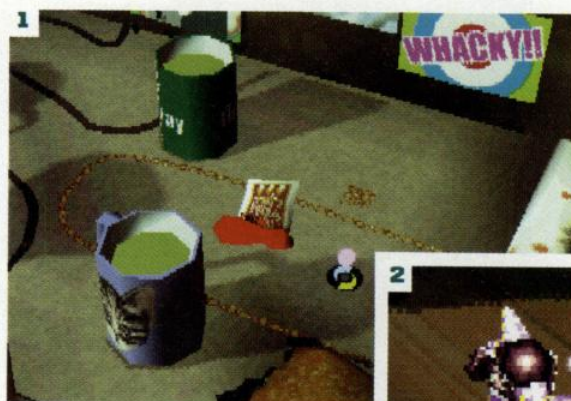
All of the tracks play on the idea of you being tiny. Milk-carton skyscrapers and knife-handle bridges are the kind of things you can expect in the kitchen, but as you progress to other areas you'll find yourself leaping over windscreen wipers, doing laps of the bathtub and even getting flushed down the toilet all in pursuit of glory.

All the characters have identical statistics as far as speed and handling go, so the only way to win races is by taking a superior racing line around the circuit and avoiding your opponents' attacks en route. Weapons appear much less frequently than they did in *Micro Machines V3*, because each character has their own range of personal attacks. These can only be performed once your character has collected between one and four power-ups. The more you collect, the more powerful your attack will be, or the longer its effects will last.

Collecting power-ups usually means deviating from the racing line, so you have to decide whether or not those precious tenths of a second are worth losing just to increase your arsenal. In the single-player challenge mode, where your four opponents are controlled by an AI system, you can often win races simply by concentrating on the job in hand and trying to put in the fastest time possible. You will occasionally feel like you're being ganged up on, though.

The multiplayer mode, however, which is what *Micro Maniacs* is all about at the end of the day, tends to be much more reliant on weaponry. There are few things in life more satisfying than taking a human opponent out of the running with a well-timed whirlwind attack or laser blast. On the flip side though, there is nothing more frustrating than having it done to you, except maybe, getting penalised for taking what you consider to be an ingenious shortcut. In *Micro Machines V3* you were encouraged to cut corners and sidestep obstacles. It was a big part of the game, and the best reason to play the single player and time trial modes was to perfect the art of corner-cutting in preparation for your next multiplayer match. But this time, the courses are a lot less forgiving, and your experiments are more likely to relegate you to the back of the pack than shave vital seconds off your time and extend your lead. You'll quickly learn from your mistakes though, and come to realise that *Micro Maniacs* is the best *Micro* game yet. Times eight.

Justin Calvert



1 The most fun you'll ever have in the kitchen!



2 The pint-sized motors have been replaced with pedestrians.



WHY NOT TRY...

Micro Machines V3
 9/10 PSM 9
Crash Team Racing
 9/10 PSM 28
Circuit Breakers 8/10 PSM 14

VERDICT

9

GRAPHICS
 GAMEPLAY
 LIFESPAN

9 Clean, colourful and only occasionally confusing.
 9 There is no finer eight-player game on the PlayStation.
 9 Short in single player, but ooh... The multiplayer mode.

You won't rest until you've earned all of those multiplayer extras in the single player challenge mode, then your mates will come round armed with a MultiTap and you won't rest again.



multitap



analog



dual shock



memory card



number of players

13 Being inch-high certainly gives you a new perspective on things.

4 Watch out for furballs!

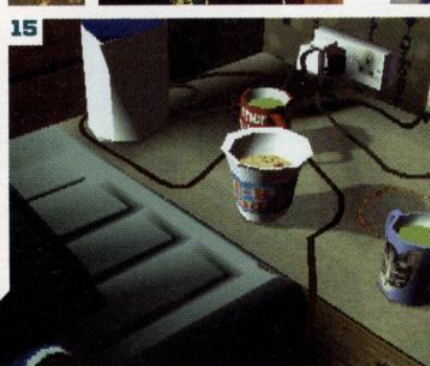
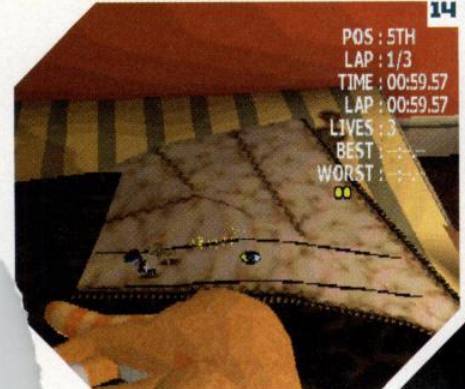
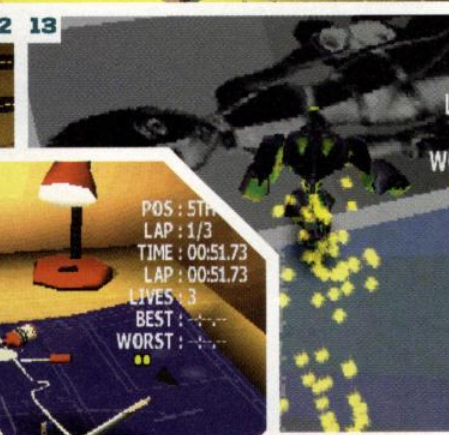
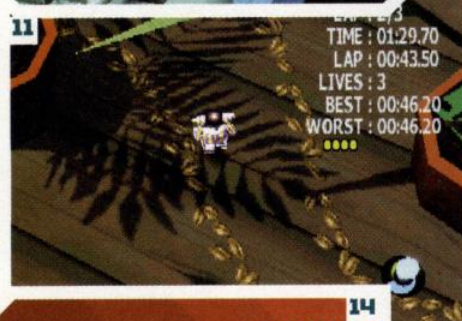
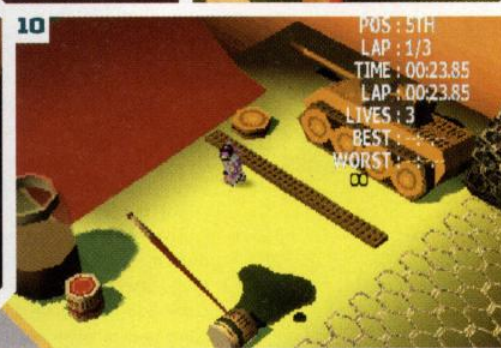
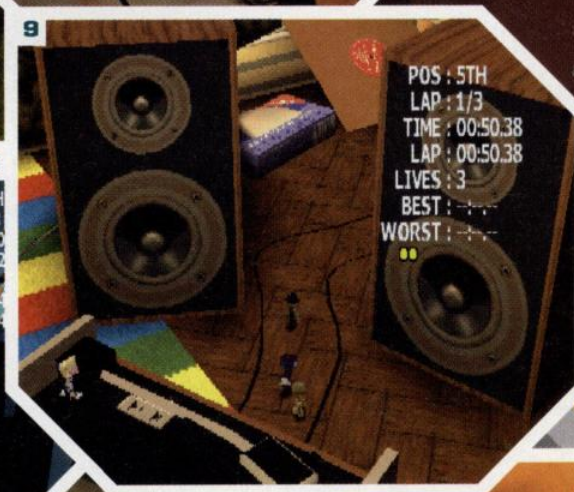
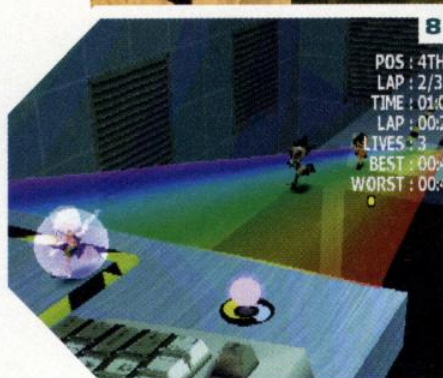
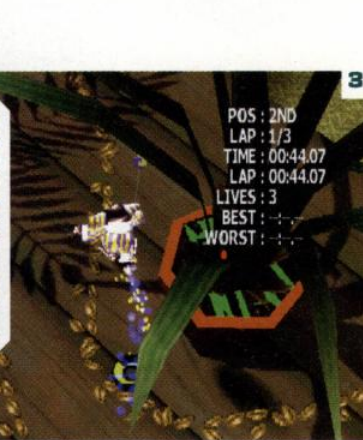
5-8 The only way to win is to take a superior racing line and avoid your opponents' attacks...

10-13...which each character has their own special range of.

14 Collecting a certain power-up on the war-games circuit sees all of you racing around in small tanks.

15 Climb up onto benches and death-slide down strings of spaghetti on your journey to victory.

16-17 Think twice before taking a shortcut - you may get relegated back to the pack.





Cricket 2000

It has evolved slowly through various incarnations but EA's support for cricket has finally come up trumps with the best version of the game to date.



EVL

Publisher:	EA
Developer:	EA Sports
Release date:	Out now
Origin:	Australia
Style:	Cricket sim
Price:	\$59.95 (NZ\$79.95)

"Yes Tony, it's a great day for cricket. I can see the English players rubbing themselves in anticipation of a big match. I particularly like young Darren Gough out there today. I've been watching his googly for a while now Tony and I must admit that there are times when it almost brings a tear to my eye."

Thanks to American capitalist imperialism there have always been more ice hockey games available in this country than cricket titles. Seemingly because of the small market, the few that have come and gone have all seemed a bit half-arsed and low-budget compared to Mike Meathead's *Gorilla Gridiron '99* or Shaq 'The Billboard' O'Neal's *NBA Big Head Golf Challenge*. Thankfully for cricket fans, EA took the new ball and have used it reasonably well.

One of the big problems with previous cricket titles is the inability to bring your batsman out of his crease to shorten the length of the bowler's delivery, or 'charge the bowler'. Because previous cricket games have all used 'scripted' game engines rather than real physics, shortening the bowler's length would also shorten the time for the batsman's animation to play, making it impossible to program. EA's Australian programmers figured out a way around this, allowing you to move your batsman properly around the pitch. Great stuff, but there is still a little problem. Batting takes place in two stages. First you move your player where you want him to be, within a limited time, and then decide the direction of the stroke. In other words, you can't do a last second charge on the bowler and they pretty much always know when you're going for them. Still, it's an improvement.

The other problem with cricket games is that they have always seemed to be biased towards hitting boundaries and not much else. *Cricket 2000* introduces a simple new concept which changes all that – the timing meter. As the bowler comes in, a small indicator appears telling you when the timing of your stroke is spot on. You'll need a bit of practice to use this properly though, because of its positioning on screen. While you're watching your batsman you can see the meter in your peripheral vision and with practice you can see what the meter is doing while still watching the action

on the pitch. Unfortunately you have to press the button well before the ball reaches the batsman. It'd be better if there was split-second reaction to the ball in flight, but we guess that's beyond the PlayStation's abilities. A perfectly timed stroke hit with the 'smash' button will reach the boundary, but it isn't as simple as it sounds, and it's quite easy to sky one and get caught out. By using the timing meter carefully with the normal stroke control you can get 1s, 2s and 3s with much less risk, just like the real game. And because the scoring is more realistic, the whole game plays in a more authentic manner than any other cricket title.

Weather and its effect on the game can play a major part in your campaign in *Cricket 2000*. Humid conditions will make things easy for the medium pace swingers while dry conditions will make those fast balls ping off the pitch like bullets and fly across the outfield like a Pom running from a bar of soap. The difficulty settings have a big effect on the game as they control the amount of information given to players. On the easiest level you can see where a bowler is aiming, what ball he's trying and which direction the batsman is trying to hit. This information is reduced as the game gets harder so that on the most difficult level you have to play entirely on instinct. Of course, in two-player mode you can't hide them otherwise you wouldn't know what you were doing.

A big disappointment is the lack of a Test Match option, and nearly as bad is a perspective problem with the ball that makes it very hard to judge exactly where it is sometimes. You'll head off on a run thinking that you hit the ball past a fielder only to have him bend over, pick it up and throw you out! Running between wickets always has to be handled carefully as you can only call an extra run before the batsmen have crossed on the pitch. You can call another run after they've crossed but then they fart around behind the stumps before setting off again and the delay usually results in a runout. Also, bowling is a bit boring as you don't control your fielders and there's only a limited number of balls to bowl.

Cricket 2000 is not a big advance on *Warne's Cricket*, but it is the best cricket game on PlayStation.

George Soropos



WHY NOT TRY...

ISS Pro Evolution	10/10 PSM 32
Shane Warne's Cricket	9/10 PSM 18
AFL 99	7/10 PSM 23

VERDICT

8

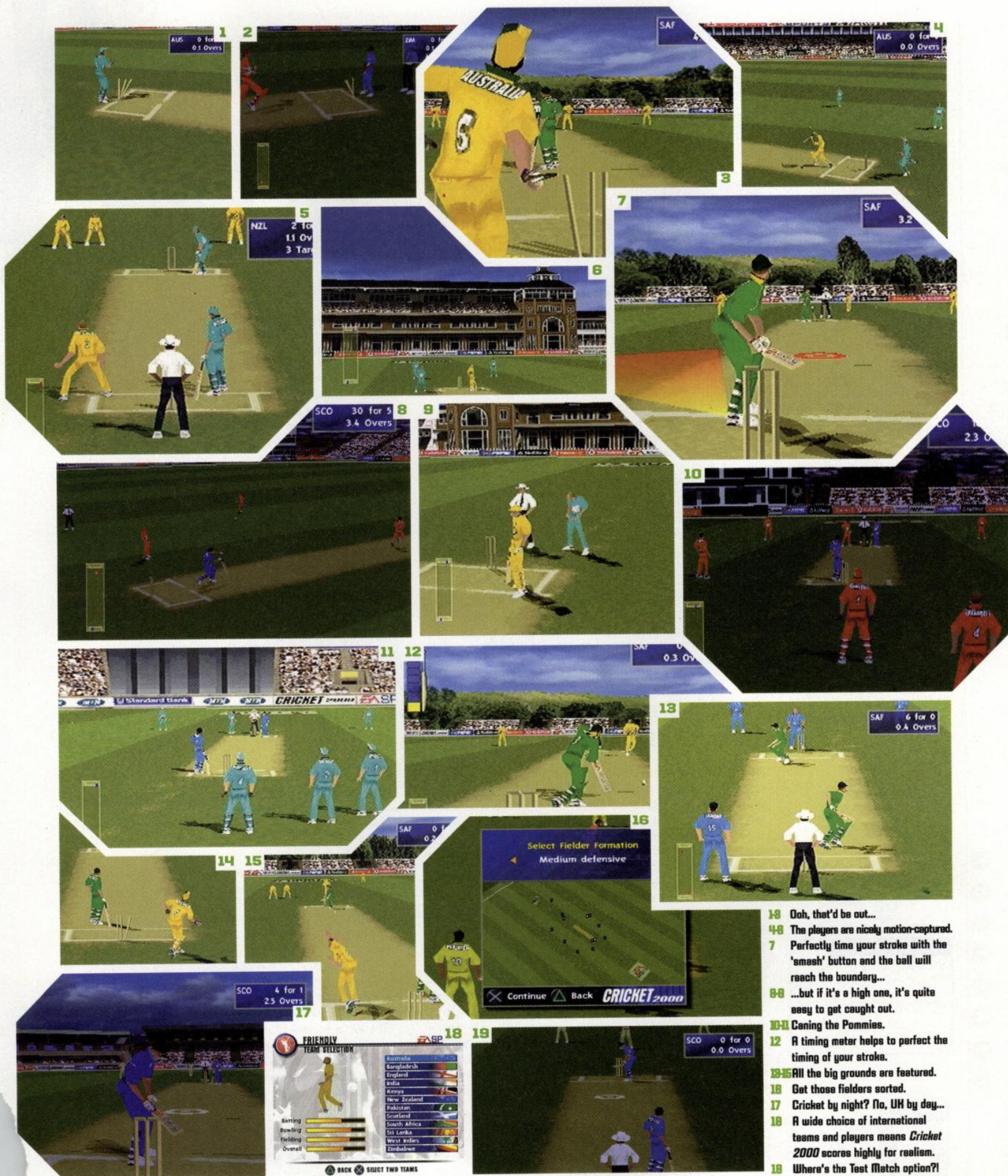
GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Nice stadiums, no streakers.
- 8 Fun and involving, but bowling can be dull.
- 7 No Test Matches detract from the long-term interest.

The best cricket game on PlayStation, but it doesn't exactly hit *Warne* for six, more like a slight dab through the covers. Top fun with mates, but for cricket lovers only.



analog

dual
shockmemory
card2
number
of players

- 19 Ooh, that'd be out...
- 48 The players are nicely motion-captured.
- 7 Perfectly time your stroke with the 'smash' button and the ball will reach the boundary...
- 88 ...but if it's a high one, it's quite easy to get caught out.
- 10-11 Caning the Pommies.
- 12 A timing meter helps to perfect the timing of your stroke.
- 13-15 All the big grounds are featured.
- 16 Get those fielders sorted.
- 17 Cricket by night? No, UK by day...
- 18 A wide choice of international teams and players means *Cricket 2000* scores highly for realism.
- 19 Where's the Test Match option?!



E.V.I.

Publisher:	Sony
Developer:	SCE Cambridge
Release date:	April
Origin:	UK
Style:	Action
Price:	\$49.95 (NZSTBC)



WHY NOT TRY...

Tomb Raider: TLR	10/10 PSM 29
Spyro 2: Gateway To Glimmer	8/10 PSM 16
MediEvil	7/10 PSM 26

VERDICT

9

GRAPHICS
GAMEPLAY
LIFESPAN

- 9 Enemies and animated cut-scenes are jaw-droppingly good.
- 9 Compelling mix of frantic action and challenging puzzles.
- 8 No multiplayer, but it's a game that you'll just have to finish.

MediEvil 2

That cowardly bag of bones is once again brought back to life to play the hero, only this time he's woken up in Victorian Era London.

If it was a movie and this was a movie review magazine, *MediEvil* would be referred to as a 'sleeper hit'. It didn't exactly set the sales charts ablaze when it was first released back in early 1998, but earned good reviews and garnered a loyal band of followers. The fans obviously told all their friends how good the game was though, because *MediEvil* has never really stopped selling (most games only have a lifespan of a few months), and is now more popular than ever at the cheaper Platinum price.

So we come to the sequel, creatively titled *MediEvil 2*, and keeping on with the movie analogy, there are major hopes of a 'blockbuster' here, thanks to the first game's (eventual) success and the fact that the game is an absolute corker. Developed by Sony Computer Entertainment's Cambridge studio, *MediEvil 2* improves on the original in almost every way, and while it's not completely perfect, it's sure to please all fans of Sir Dan and all lovers of platform games (a genre that now stretches from Crash Bandicoot to Lara Croft).

After defeating the nasty sorcerer Zarok at the climax of the original game, Sir Daniel Fortesque could be forgiven for thinking that he deserved to rest peacefully in his grave. But 500 years

larger and have higher detail than the original, and while the

same basic game elements re-occur (such as the Chalice and life fountains), there's the addition of a character called 'the Spiv'. This shady figure can be found at various points of the game, whipping open his coat to sell you ammunition and provisions.

The most immediate difference fans will notice in the gameplay is that Sir Dan feels a lot easier to control. The camera system is more stable, and Dan no longer slides all over the place. There are still occasional problems with the camera angles and the change of direction when you walk into a new location, but it's not as painful as the first game.

The inventory system has been streamlined, enabling you to change between two selected weapons quickly, rather than going through the ordeal of pausing the game. And there are far more weapons to find and use, including swords (small, broad and magic), axe, hammer, crossbow (standard and flaming), Blunderbuss, lightning, bombs and the awesome Gatling Gun. While close combat fighting can still be awkward, the targeting makes long-range fighting easy (as long as you can keep away

"...[Sir Dan] rescues an attractive, scantily wrapped mummy ... and she sticks around until the end. Nudge-nudge, wink-wink"

later, at the end of the 19th Century (when the British Empire is at its height under Queen Victoria), wealthy high-society wannabe Lord Palethorn uncovers some pages from Zarok's spell books and sets about unleashing an army of the undead to over-run London.

Sir Dan, whose coffin is now an exhibit at the Museum, is rudely awakened by Palethorn's spell and this is where you take over. The computer-animated scenes that introduce and constantly interrupt the game are excellent, and *MediEvil*'s dry brand of humour is still in place, with poor Dan being the butt of a few cruel jokes.

Dan is aided in his quest to defeat Lord Palethorn by Professor Hamilton Kift, and the Professor's Lab is the 'hub' of the game, with new levels able to be accessed and rewards for Chalice collecting being gained. And is it possible? Could Dan actually get a girlfriend? Well, you'll have to play the game yourself to find out, but suffice it to say that the bony old knight rescues an attractive, scantily wrapped mummy called Kiya in the early levels and she sticks around until the end. Nudge-nudge, wink-wink.

You'll visit many notable London locations during the course of the adventure, including Greenwich Observatory, Kew Gardens, Kensington and Whitechapel, as well as less-salubrious sites such as the Sewers and a Freakshow. *MediEvil 2*'s levels are noticeably

from your foe while keeping them in sight).

Like the original, *MediEvil 2* is a mix of gameplay styles, with large doses of both action and puzzles. There's even more variety this time around. At one stage Dan must build a Frankenstein-like monster for the Professor, and then finds his head transplanted onto the body and fighting Palethorn's own monster, the Iron Slugger, in a comical boxing match. Just like the classic *Monty Python And The Holy Grail* scene, your limbs are inevitably hacked off during the fight, and you can end up a head-butting amputee (lost limbs can be collected between rounds).

At other points in the game, Dan can stick his head on a severed hand (very much like Thing from *The Addams Family*, these hands crawl happily around the levels), and explore otherwise inaccessible locations. There are also several "boss" monsters to battle and these enemies are all huge and visually very impressive, from the skeleton dinosaur at the beginning to the giant demon at the end.

The game is no walk in the park and it will challenge even grizzled old game players. But it also has a charm and appeal that will attract newcomers, and the humour and high-production values mean that it can be enjoyed by players of all ages.

Stuart Clarke



MediEvil 2 shows that Dan certainly is the man. An essential purchase for all fans of the original and lovers of quality videogaming.



analog

dual
shockmemory
cardnumber
of players

1



2



3

12 You'll have to bone up on your sword skills to get through all the puzzles, action and gameplay.

8 A decapitated zombie.

4-7 *MediEvil 2* is full of surprises.

8-10 Sony used focus groups to ensure that *MediEvil 2* contains all of the original's strong points, as well as several new unique features.

11-13 There are some massive new enemies, including a huge boss monster in the first scene.

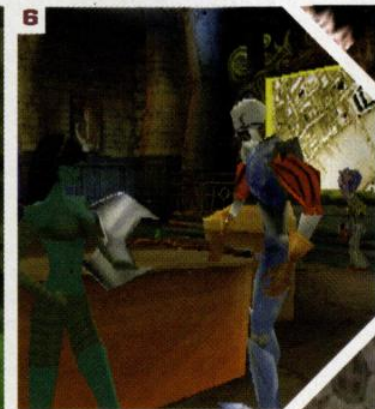
14-16 Sir Den is now much easier to control and he can also place his head on severed hands to explore several previously-inaccessible areas.



4



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16



DieHardTrilogy2



PS1

Publisher:	Fox Interactive
Developer:	nSpace
Release Date:	Out now
Origin:	US
Style:	3D action
Price:	\$79.95 (NZ\$99.95)

Die Hard Trilogy 2. Does that mean we are up to part six? Who cares! Pass me a lightgun, I can feel a fit of law enforcement coming on...

Yippie-ka-yeah! Hung over and trigger-happy movie hero John McClane (Bruce Willis) is back in a sequel to the popular *Die Hard* game of three years ago. The game's title, though, is confusing. Is it *Die Hard* parts four, five and six or the sequel to parts one, two and three? Only the *Star Wars* creators have come up with a more confusing way of numbering their instalments.

Die Hard Trilogy 2 features the same three modes of play that we all loved in the first *Die Hard* game, but updated and improved. As before you get to indulge in a third-person shooting spree, a driving segment, and a targeting game à la *Time Crisis*.

A major change for *Die Hard Trilogy 2* is a new movie mode. This strings the three game modes into a story of sorts, using nicely animated cut-scenes to join the action together. Another option is arcade mode, where you can finish all the missions (driving, targeting or third-person) in whatever order suits you. Playing arcade mode also unlocks secret screens that can't be accessed from movie mode.

Die Hard Trilogy 2's story begins with McClane getting a call from his old buddy Kenny Sinclair whom is having an opening night party to celebrate his new jail in Las Vegas. McClane rocks along and has a few drinks when the prisoners start to riot, helped out by some of the corrupt prison guards. McClane goes from a guest to a gunslinger in the blink of an eye. He then has to blast away at the rampaging escapees with the weapons he finds laying around (hey, it's easier than simply trying to lock 'em up again, even if it is messier). As well as a pistol, McClane picks up stun guns, smoke grenades and other beefier ballistics (like a bazooka).

As in the original *Die Hard*, you can blow up pretty much everything. In fact, you are encouraged to blast every object you come across because there are hidden weapons, flak jackets and health boosters all over the place. Targeting is a cinch thanks to the laser sight, though occasionally McClane's shots don't find their target when you know you were bang on.

A modified version of the *Duke Nukem: Time To Kill* 3D engine has been used and it works quite well. Your character moves around quickly and with little fuss, although the game is missing a jump command, which means you can't jump over simple objects like desks... Aside from this, the levels are fully explorable and there is a greater stealth and puzzle-solving element in the game compared to the original.

The *Time Crisis*-inspired bit is a very simple 'shoot the baddies' routine. Being unable to move and shooting sh*tloads is always fun, even though it is annoying that you can't run around exploiting the cover on offer until the game moves your character. You can

play this part of the game with a Dual Shock controller, but you are far better off with a G-Con 45 lightgun. There are simple, close-up enemies to line up, as well as sneaky villains who hide well away and only leap out to fire the occasional volley at you.

When it's time to holster your gun and get behind the wheel, there are some nice extra touches that have been implemented. You can mow (or should that be moo?) down cows as you chase the terrorists, and there is virtually no limit to where you can drive. Pedestrians are standing all over the place too, getting in your way.

Behind the wheel you will be driving either pursuit-style cars or bomb collection vehicles, though no matter which one you are steering, one problem continually crops up – nowhere near enough steering lock. This means that the baddies can evade you fairly easily while you stuff around making three and four-point turns to change direction. Sadly this clumsy car handling seems to have been included to make the driving mode challenging when better enemy AI could have achieved the same thing. Once you get behind a terrorist, they don't think of many clever tricks to shake you off their tail.

nSpace has done a nice job of *Die Hard Trilogy 2*'s slick looking graphics. The blood effects make the grade by making sure your victims are well and truly covered in red ink every time you drop them. There are also some excellent explosions in the driving game when you tag and destroy the terrorists. Pyrotechnics are in attendance big time and the fire effects are pretty flash, too.

Unfortunately, the sound is far from slick. The techno soundtrack is repetitive and the voice acting for the characters is also pretty lame.

Die Hard Trilogy 2 won't have you 'oohing' and 'ahhing' like the original game did, but it is a mighty fine piece of gun-toting, highway-burning and baddie-splattin' fun. As long as you don't expect the third-person mode to play like *Metal Gear Solid*, the targeting game to better *Time Crisis*, and hooning to be as good as *Driver*, then you will dig this game. And if you don't like it, then why not write to Bruce Willis and tell him. His address is 125 Hollywo...

Roger Polak



WHY NOT TRY...

Metal Gear Solid

10/10 PSM 32

Syphon Filter 2 9/10 PSM 33

Die Hard Trilogy 8/10 PSM 12

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

8 Some great effects show off all the carnage.
7 Some varied gameplay, but each mode is pretty simple.
7 Hmm, could have taken a tad longer to finish.

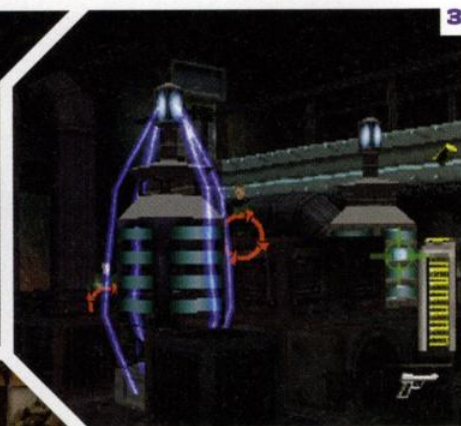
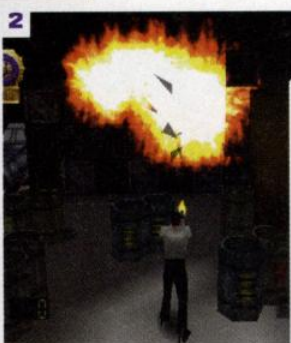
Another mode wouldn't have gone astray, though the explosions and fires rate a special mention. Overall, good shootin' and drivin' fun.



gun

dual
shockmemory
cardnumber
of players

2



3

12 As you would expect, you can blow up pretty much everything.

85 Occasionally your shots don't find their target.

67 Some enemies are close, others are sneaky and hide from you waiting to jump out.

830 Using a modified version of the *Duke Nukem: Time To Kill* 3D engine, *DHT2* is less choppy.

138 Once you've seen it all, it might gather dust on the shelf.

14 Unfortunately the cars suffer from huge turning circles...

157 MacLennan could definitely learn a thing or two from the Dukester.

4



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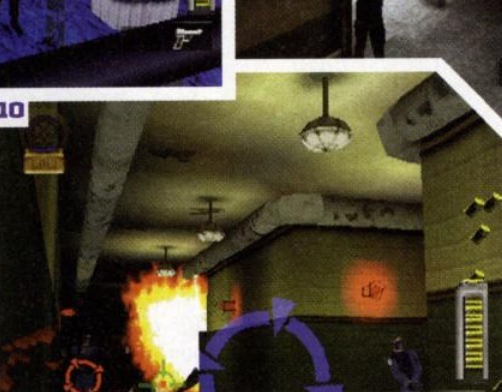
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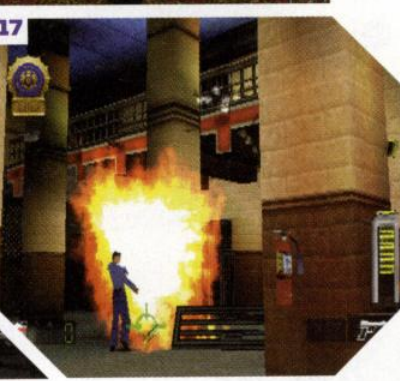
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Rally Championship

It's all in the feel. It is as simple as that. And as superb looking as *Rally Championship* is, substance is unfortunately overpowered by style.



PS1

Publisher:	Electronic Arts
Developer:	HotGen Studios
Release date:	Out now
Origin:	UK
Style:	Rally driving
Price:	\$79.95 (NZ\$99.95)

WHY NOT TRY...

V-Rally 2	10/10 PSM 24
Gran Turismo 2	
	10/10 PSM 31
Colin McRae Rally 2	
	9/10 PSM 33

People have spent years trying to describe what makes one driving game better than another — why one ends up selling over a million copies, while another takes the express route straight to the bargain bin. You can't simply license your way to success or dazzle gamers with beautiful views. To make a great driving game you need to make it feel right to drive. And that's not an easy thing to do.

Take EA's *Rally Championship*, for instance. On the face of it, it's one of the most beautiful rally games ever to grace our console. Each of the 36 stages, taken from six real-life UK rallies, are reproduced in impressive detail, perfectly capturing the damp claustrophobia of the average British forest track. You can practically smell the leaf mulch and the flock of impassive sheep grazing in the field nearby.

And there's depth too. Licensed by the real-life British Rally Championship, the game has a full field of 21 accurately modelled rally cars with genuinely different handling characteristics.

Before each stage, and after reading a report on the challenge

could accuse HotGen of short-changing the public with two championships, an arcade mode, time trial and, joy-of-joys, a split-screen two-player mode providing plenty of long-term interest. While the default difficulty setting is easy, and provides little challenge even for absolute beginners, the following two grades will have even the most devoted *Colin* drivers or *V-Rally* veterans struggling.

For all this achievement though, *Rally Championship* still manages to lose grip. And it all comes back to the handling — *Rally Championship's* cars just don't feel right. Nearly all the braking you'll ever need can be achieved by putting the car into a four-wheel sideways skid. You simply haul it sideways to slow quickly, or you can nudge the steering slightly to knock off 20kph or so. And as you only ever need to reduce your speed for upcoming corners, this slowing technique even leaves you pointing in the right direction to power through your bend. This brake-free arrangement is not necessarily wrong, it's just a rather simplistic interpretation of the way rally driving actually works.

What really hampers *Rally Championship* are the strange sideways and diagonal forces that seem to act on your car on

"All too often it feels as if the forces acting upon your car have nothing to do with ... your frantic joypad steering"

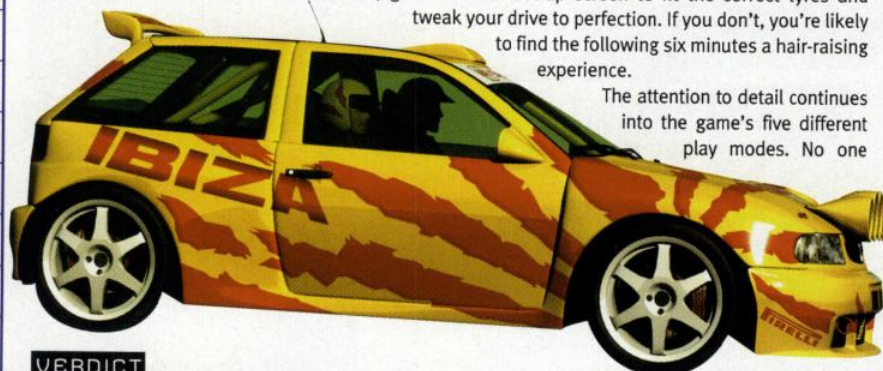
ahead, go to the car set-up screen to fit the correct tyres and tweak your drive to perfection. If you don't, you're likely to find the following six minutes a hair-raising experience.

The attention to detail continues into the game's five different play modes. No one

some of the faster corners. On the exit of some bends it's not unusual to find yourself travelling diagonally forward. Similarly, entering and steering into some corners can make your car behave as though it's caught in a large magnetic field. All too often it feels as if the forces acting upon your car have nothing whatsoever to do with either Newtonian physics or your frantic joypad steering.

Rally Championship is clearly intended to be a serious rally sim. In order to be fun, the game needs to simulate a real rally as closely as possible and meld this with car handling of genuine depth and subtlety. Unfortunately, HotGen only manages the first part, leaving the game feeling disjointed and slightly schizophrenic. Essentially it's an arcade racer in a sim's body. Buy *Colin McRae Rally 2* instead.

James Ashton



VERDICT

7

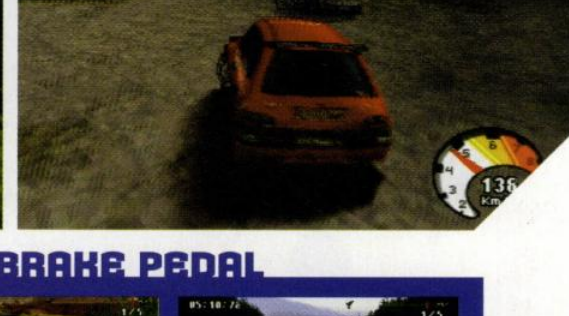
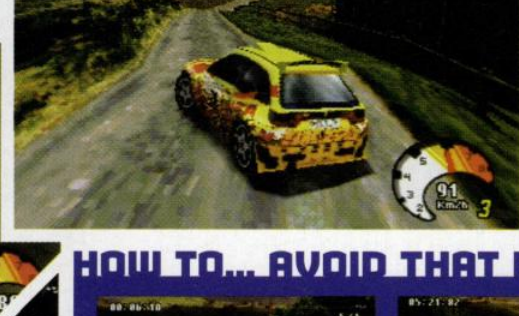
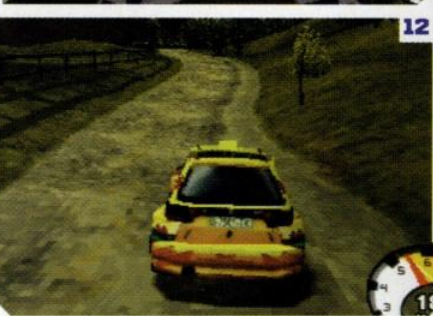
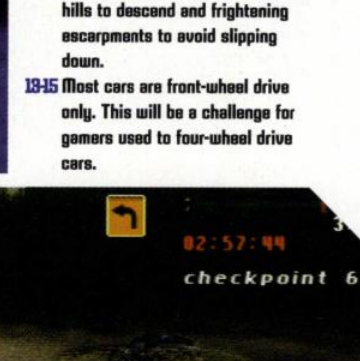
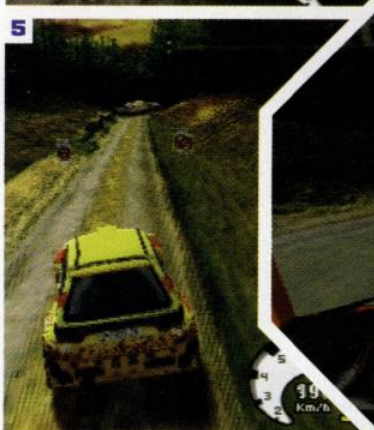
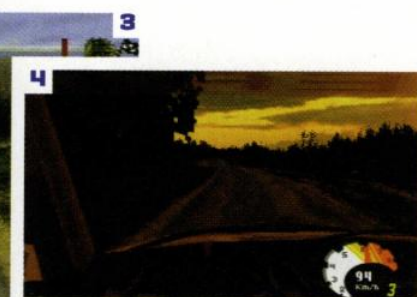
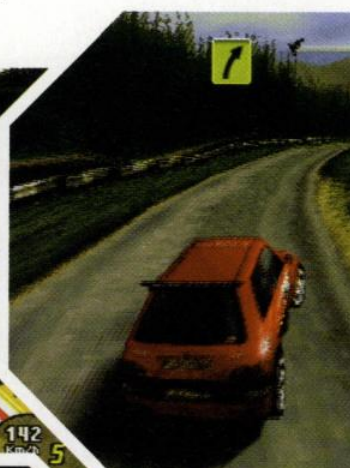
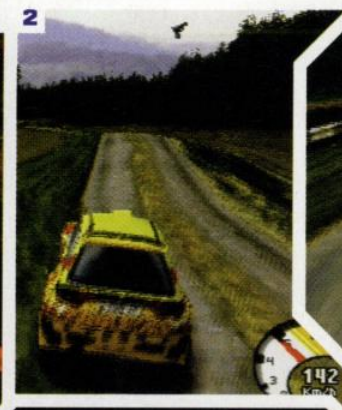
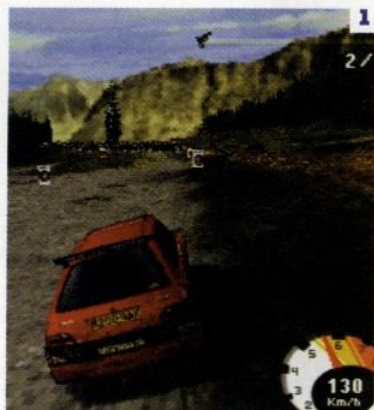
GRAPHICS
GAMEPLAY
LIFESPAN

- 9 The British countryside has never looked so lush.
- 6 Worthy sim crossed with arcade handling — not a good mix.
- 7 Plenty of tracks. Challenging on higher difficulty settings.

This game would like to be the last word in rally simulation. The graphics are strong enough to carry off this ambition, but sadly the car handling is not. A flawed masterpiece.



analog

dual
shockmemory
card2
number
of players

HOW TO... AVOID THAT BRAKE PEDAL



There really is no need to stamp on the brake for corners, you know. As the corner comes up take your finger off the gas and...



...simply give the steering a little tap in the appropriate direction. Once you start sliding, hold the skid with some opposite lock (steering in the opposite direction) and...



...when you've four-wheel skidded through, reapply the accelerator and speed off to find the next one. Sharper bends just need bigger skids - what could be simpler!

1-8 The rally stages are impressively long - typically six minutes in length.

4-7 The game struggles when weather effects such as rain and fog come into play.

8-9 The snow-bound stages are the weakest graphically.

9-12 One of the nicest features of the game is the dynamic scenery. There are some extremely steep hills to descend and frightening escarpments to avoid slipping down.

13-15 Most cars are front-wheel drive only. This will be a challenge for gamers used to four-wheel drive cars.



Theme Park World

Tourists. Whether they are young or old, from near or afar, make 'em smile, then empty their wallets...



Publisher:	Electronic Arts
Developer:	Bullfrog
Release date:	Out now
Origin:	UK
Style:	Strategy sim
Price:	\$79.95 (NZ\$79.95)

Most annoying men in the world, anyone? Tim Ferguson? No. Ross from *Friends*? No. The most annoying man in the world is in fact the Scottish bloke who supplies tips in *Theme Park World*. "You've already bought all of the shops that are currently available," he helpfully points out. "Do you want to research some more?" When that's EXACTLY WHAT YOU'RE IN THE MIDDLE OF DOING...

Annoying Scottish bloke aside, *Theme Park World* is otherwise great. If you're acquainted with the original *Theme Park* (which is now incredibly old) you'll feel right at home with the sequel. Start with an empty patch of land and build some basic rides. Link them up with paths, and add necessities like drink shops, litter bins and loos. Employ mechanics, cleaners and entertainers. And then open the gates and watch as the crowds arrive, looking for a good time.

at the sideshows – the duck shoot, the giant sliding-block puzzle, the strength-tester and so on. Again, these are unlikely to give *Point Blank* sleepless nights, but you can hardly complain. And they provide a diverting way of winning the aforementioned golden tickets. Tickets can also be earned by meeting certain financial targets – staying in business for a year, for example, or making a hefty enough profit – and they're vital when it comes to... Travelling from island to island.

Yes, incredible, but true. You can hop from island to island opening new parks that contain bigger and better rides, steadily building a whole amusement empire. And they needn't all look the same either, as there are four styles of park – Lost Kingdom, Land of Dreams, Halloween and Space – each with its own set of scenery and rides.

All this ticket-winning and new-park-opening largely addresses the main criticism of the original *Theme Park*: that it got a bit pointless

"...now you can spin the park around and view it from all angles. And better still... You can actually go on the rides"

Thought bubbles appear above people's heads to indicate how they're getting on. A yellow smiley face and you're laughing. A blue frowning one means those rides aren't going down a treat. A picture of a burger tells you they're hungry and can't find anywhere to eat. A "ladies and gents" sign indicates bladder-based woe. Lots of smiley faces though, and you can consider your park a success. More people means higher ticket revenues and bigger numbers ringing up on the tills in your shops, which means more money to spend expanding your park and researching new attractions.

So far so familiar, then. However, unless your thumbs are obscuring the surrounding screenshots, you can't have failed to notice *Theme Park World*'s single biggest advance: it's now in 3D. Yes, the rides, the shops, the sideshows, the gents, everything – they're all built from sturdy polygons. So now you can spin the park around and view it from all angles. And better still, wait for it... You can actually go on the rides.

No, really. It's true. Once you've saved up enough golden tickets to buy the video camera, a tap of **R2** will flick you into first-person-perspective mode. You can then wander round your park and see how it looks from a visitor's perspective. And you can stroll up to the entrance of that huge roller coaster you spent hours assembling and actually, genuinely have a go on it. In reality this isn't quite as fantastic as it sounds. The rides get rather blocky when you're up close, and people look downright scary. But it's great to have the option.

The other thing you can do while you're in there is have a crack

once you'd built your park and filled it with stuff. The result is many-sleepless-nights, with the rides getting better and better the further you progress. You think the Rock 'n' Roll ride can't possibly be beaten, and then your researchers hit you with the Gorilla Thrilla, which sends punters swinging through the treetops astride giant apes.

In fact, *Theme Park World* is splendid fun all round. Even the control system is a delight to use – you just scroll the screen around 'til the thing you're interested in is in the middle, whereupon symbols in the corner of the screen indicate what the buttons will do if pressed. So building elaborate roller coasters is surprisingly straightforward.

Theme Park World is a welcome change to driving and shooting and will be an asset to any collection.

Jonathan Davies



WHY NOT TRY...

<i>Civilization II</i>	8/10 PSM 20
<i>Sim City 2000</i>	8/10 PSM 3
<i>Theme Hospital</i>	7/10 PSM 11

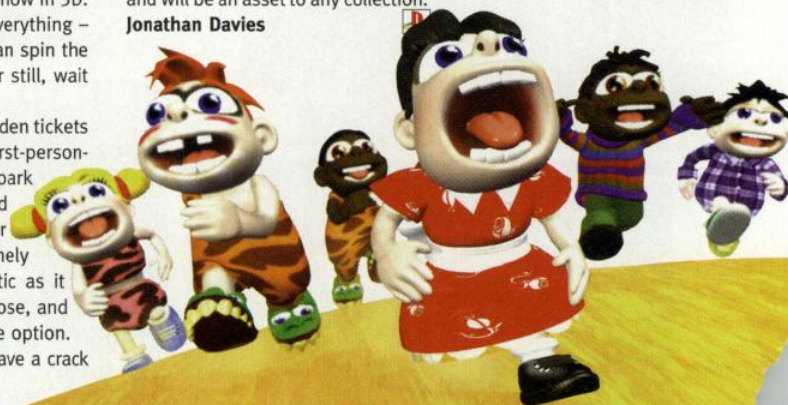
VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 7** Cheerily eye-catching from afar. Less so up close.
- 8** Build a 'World' to rival the Gold Coast strip with entertaining ease.
- 8** Solid enough, though it does get samey after a few days.

Herd happy, laughing tourists through your gates – and then rob them for all they've got. Great rides and nifty graphics form a fine update to a perennial favourite.





analog

dual
shockmemory
cardnumber
of players

HOW TO... BOAST A COASTER



They might look hideously complicated, but it's surprisingly easy to add a roller coaster to your repertoire of rides. First, plunk the base unit down on a suitable patch of land.



Second, build the pylons that support the track. By varying their position, height and camber, you decide the route of the track - and, consequently, how knuckle-whitening the ride will be.



Third, build paths to link the roller coaster's entrance and exit to the rest of your attractions. Make sure you include a lengthy queuing area.



And finally, once it's up and running, why not switch to the video recorder view and sample your handiwork? Anyone remember to pack the sick bags?

- 13 Sample rides from a punter's perspective. And, of course, because you own the place you can push into queues.
- 46 You can hire mechanics to fix broken-down rides and cleaners to keep the loos fragrant.
- 78 You can also instruct your food outlets to sprinkle extra salt on the chips, compelling the punters to reach deeper into their pockets for drinks.
- 910 Because your park is now in genuine sticky-up 3D, it's possible to zoom down to ground level and explore it.
- 1142 The presentation is top-drawer.



HOW TO... MAKE A MILLION



As a grasping corporate wealth-collector, your overriding concern is to evacuate your visitors' pockets as thoroughly as possible. Raising the entry price is the easiest way.



Food and drink shops are also nice little earners. Be sure to add as much ice as possible to the drinks to maximise your profit, and make the burgers unpleasantly fatty.



Sideshows will also rake in the dough, especially if you reduce the chances of anyone winning to a minimum. And don't forget the souvenir shop, selling pricey mementoes of an unforgettable day.



analog

dual
shockmemory
cardnumber
of players

- 12 If *Red Sun* has a weakness, it would be its grainy graphics.
- 34 Although this isn't the most difficult game in the world...
- 57 ...there is enough variety to make this the best *Colony Wars* game yet.
- 810 You take on a variety of missions, and once successfully completed, you earn credit to upgrade your weapons and ship.
- 11 Advice appears on-screen in-flight.

Colony Wars: Red Sun



Just another boring space sequel? Wrong, dear friends. So very wrong...

EW.COM PlayStation

Publisher: Sony
Developer: Psygnosis
Release date: Out now
Origin: UK
Style: Space combat
Price: \$49.95 (NZ\$49.95)



WHY NOT TRY...

Colony Wars: Vengeance
9/10 PSM 17
Ace Combat 3: Electrosphere
8/10 PSM 31
G-Police: Weapons Of Justice
8/10 PSM 26

VERDICT

9

GRAPHICS
GAMEPLAY
LIFESPAN

8 Epic in scale, but lacking in polish.
10 A breeze to play, and plenty of variety.
8 Lots of missions, but why no two-player mode?

between the stealthy and blasty gameplay extremes. What's more, because *Red Sun* is non-linear and you decide which mission to accept, it's pretty much up to you how you play the game. That said, you won't get very far if you can't afford a better ship. The game's universe is split into five sectors, populated by distinct races and ships. This keeps the game fresh throughout and provides further incentive to keep plugging away.

Admittedly, it isn't the most difficult game to get through – Han Solo, for instance, could probably finish it in less than a week – and the lack of a multiplayer dogfight mode saps potential lifespan. It's a bit of a mixed bag graphically as well. Though the real-time lighting and overwhelming scale of the adversaries are often impressive, the visuals seem grainier than in the earlier games, and a little cartoony. That said, few titles offer such cinematic set-pieces, from assaulting huge well-armed star-bases, to defending a downed pilot from a planet's hostile life-forms as he launches emergency flares into the sky. Add a fully orchestrated soundtrack and some decent voice acting in the FMV cut sequences, and *Red Sun* is undoubtedly the most exciting *Colony Wars* game yet. Better still, it's also the best space combat game to date.

Paul Rose



Red Sun injects some much-needed fresh ideas into the *Colony Wars* series, offering plenty of variety and a good storyline. A superb, cinematic shoot 'em up.



analog



dual shock



memory card



number of players

Beatmania

Strictly for the hardcore? *Beatmania* finally hits the deck. Though DJ wannabes better be prepared to start from scratch over and over and...

Last year Konami was the most successful games developer in Japan (9,714,690 sales to be precise) largely thanks to those mad-for-it Japanese gobbling up Bemani games — 'Simon'-esque music games based on guitars, drums, turntables and dancing mats.

Beatmania attempts to transfer the dextrous skills of the international DJ to the PlayStation via a standard controller or an actual turntable-type contraption. A series of small blocks descends a mock musical stave, and you press the keys that correspond to the blocks with the intention of 'mixing' a tune. Although, pressing the buttons simply highlights a particular note giving the illusion of creating music. So, does the game concept work? Kind of.

For the PAL release, Konami has included Westernised tracks. For example, the practice mode includes tunes like Moloko's *Sing it Back*, Les Rythmes Digitales' *Jacques Your Body* and Skeewiff with their Big Beat fella, *Shake What Ya Mama Gave Ya*. These work because they're familiar, but they're still incredibly hard. Get on to the later pure Jazz levels and the game becomes ridiculously difficult. Of course, if you're not blessed with the rhythmic skills of a belly dancer and the hand-eye coordination of a card-sharp, you'll eventually get the hang of the game after a lot of practice. But unfortunately many PlayStation owners are unlikely to bother because *Beatmania* doesn't offer any rewards to keep you playing.

One of the major problems is that you've got to keep starting from scratch. As soon as the blocks speed up, things get right out of hand skipping from melody to rhythm track to strange bleepy-scratchy noises within a few micro seconds of reaction time. Get it wrong and you're sent back to the beginning until you've learnt the entire song by rote. Let's face it, the number of times you can listen to *Sing it Back* are limited. The rest of the tracks comprise remixes of Japanese originals, remixed by the Japanese. So while they may have gone to Europe to check out the sounds, their interpretations are still recognisably Eastern. By which we mean difficult to listen to...

A telling point is that it's easier to play the game with the sound turned down than when it's blaring out full blast. The music's actually a distraction, which becomes overwhelming on the more complicated levels. Similarly, the videos are a nice touch for the spectator, but just harass the player with their flickering animations. Especially when it's a banana saying, "You're a poor player!" or a geisha girl being made violently sick by your appalling efforts.

Two-player mode provides the kind of entertainment you'd actually want from post pub/party entertainment. Each player must sequence different buttons, so the result, if you can get it right, is heavenly harmony. Get it wrong and it's a cacophonous mess. Since the game ships with the official *Beatmania* controller, you're spared the pain of trying to use the Dual Shock. Sitting in front of the telly with a mate, turntables balanced on knees, is great fun. But unless you sit there practising like it was a real instrument, you're never going to get far.

Beatmania's never going to shift a million copies, which is a shame because it'll damage the chances of other Bemani titles such as *Dance Dance Revolution* and *Guitar Freaks* hitting the streets. Until that day, the beat goes on. And on and on and...

Dan Meyers

E.V.I.

Publisher: GT Interactive
Developer: Konami
Release date: Out now
Origin: Japan
Style: Interactive music
Price: \$129.95 with controller (NZ\$180C)

12 Never let it be said the world of *Beatmania* isn't an intellectual pursuit.

8 If you get it wrong often enough the pensive looking gentleman in the video begins to weep and his eardrums leak.

48 Adventures in Chinese mythology?

7 My, what big hands you have...

8 ...wait 'til you hear some of the mind-crushing Japanese jazz efforts...

80 *Beatmania* never lets you forget where it comes from. It was born and bred down the arcades and a bona fide classic in Japan.

WHY NOT TRY...

Music 2000 9/10 PSM 29
Music 9/10 PSM 16
Um Jammer Lammy 8/10 PSM 25

HOW TO... PLAY A SCALE



One of the keys to success in *Beatmania* is the ability to spot runs of notes, which effectively makes up a little scale. Practice quickly flicking through the notes on the keyboard in sequence, then flick it back in the opposite direction at speed. Every time you see that sequence you'll be able to react more quickly. Alternatively, hit all of the buttons at random and eventually you'll hit a note correctly. Probably. Try getting back on track if you lose the thread — in the later levels it becomes virtually impossible.

VERDICT

7

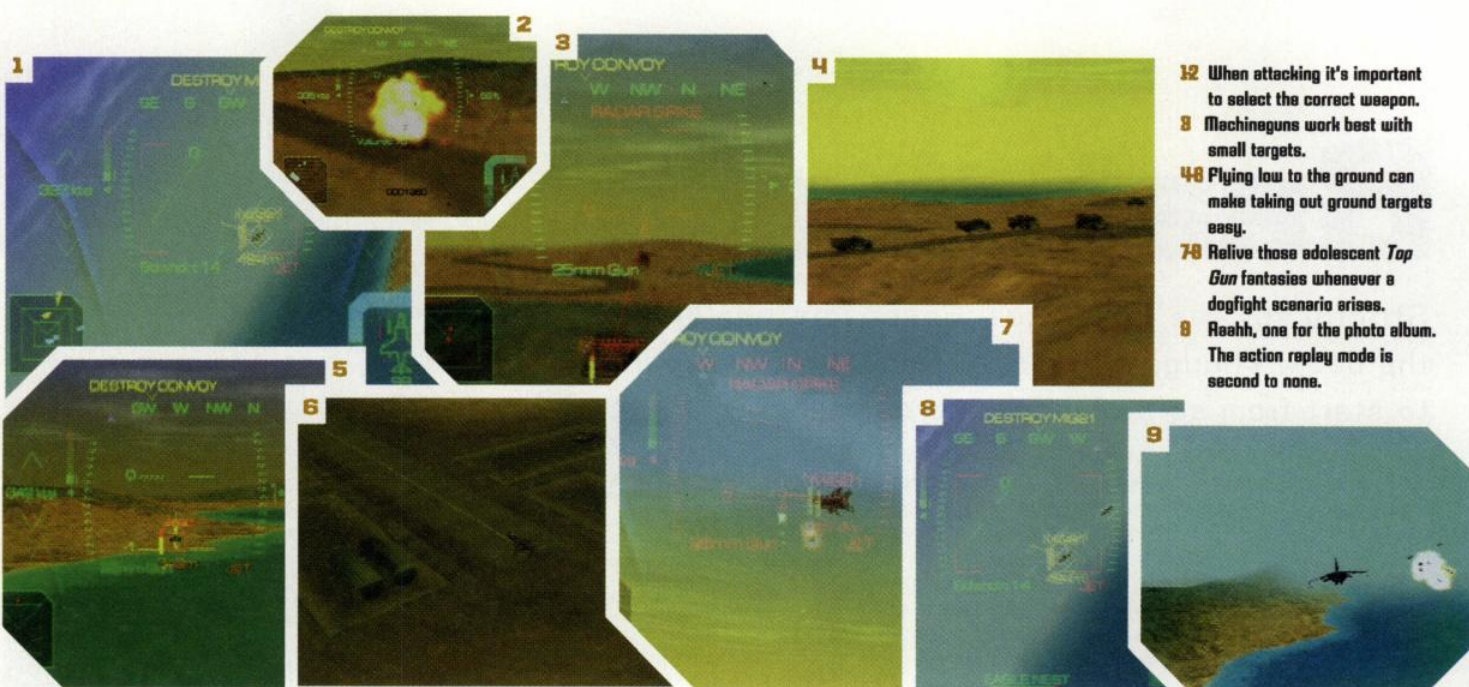
It's a shame, but *Beatmania* will only appeal to a hardcore audience, and even then the novelty will soon wear off. Intrigued wannabe Norman Cooks, just go get a set of decks...

GRAPHICS
GAMEPLAY
LIFESPAN

6 Limited obviously — video's effective, but distractive too.
7 Consuming for a while, until frustration sets in.
7 Later levels are far too frantic. Fun for a while, though.



analog

dual
shockmemory
cardnumber
of players

12 When attacking it's important to select the correct weapon.

8 Machineguns work best with small targets.

48 Flying low to the ground can make taking out ground targets easy.

78 Relive those adolescent *Top Gun* fantasies whenever a dogfight scenario arises.

8 Reahh, one for the photo album. The action replay mode is second to none.

Eagle One: Harrier Attack

A Hollywood-style flight sim on the PlayStation? It'll take your breath away...

Sometime in the Near Future a new global terrorist organisation has arisen and is threatening the US. Part terror syndicate, part religious cult, the ANM first steal a Russian aircraft carrier, then detonate an electromagnetic pulse device over Hawaii. The EMP wave knocks out electronic systems across the tropical paradise and seriously inconveniences a US garrison, as they struggle manfully to perform vital duties, like wearing garlands round their neck and trying to buy local girls for \$20. Within hours the ANM have seized control of the islands. Which is where you come in.

Leading your Eagle Strike Force, you fly a Harrier Jumpjet into battle, and over the course of the game gradually reclaim the islands for Uncle Sam. Your first mission begins badly, with most of your wingmen being decimated by an ANM attack. But before long you'll be supporting – and being supported by – friendly forces. Though the missions follow the strict formula laid down by *Desert Strike* (EA's vintage Mega Drive helicopter shooter), you can never have too much of destroying convoys or liberating besieged towns. What's more, because you're piloting a Harrier, you can switch between jet and hover modes.

As the game progresses you'll get to fly experimental aircraft, engage in dogfights with MiG jets around the crater of an active volcano, and discover at least one hidden mission. Events become increasingly unpredictable and entertaining as you have to cope with your objectives being changed midway through a mission and the sudden introduction of time limits. And when you tire of the single player mode, you

can get a friend round for a mano-a-mano dogfight or cooperative two-player mission. It's a great feeling the first time you take out your so-called mate using nothing but your machinegun.

Throughout, the game maintains the appearance of a simulator, without confusing the player by using an unnecessarily complex control system. In fact, you can tone down the realism settings and set the game up for a pure arcade blast. There's also a training mode, but most players will be able to pick up and play the game immediately.

Though it could be that the Hawaiian Islands were chosen as a setting for their high humidity and perpetual (pop-up reducing) fog, *Eagle One* is still a fine looking game. There's plenty of ground detail, and aircraft scream past you, all guns blazing, with barely a hint of slow down. At least, in single player mode.

Are there any problems, then? The game does seem a bit schizophrenic. The programmers (both PC and Amiga flight sim veterans, and a former military avionics expert) tried to straddle two horses, unsure whether to produce an arcade shoot 'em up, or a sim for anoraks. Mercifully, there's enough of both to satisfy fans of either.

Paul Rose



F.Y.I.

Publisher:	Ozisoft
Developer:	Infogrames/Glass Ghost
Release date:	Out now
Origin:	Europe
Style:	Action
Price:	\$79.95 (NZ\$99.95)



WHY NOT TRY...

Colony Wars: Vengeance
9/10 PSM 17
Ace Combat 3: Electrosphere
8/10 PSM 31
G-Police: Weapons Of Justice
8/10 PSM 26

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Lots of fogging, but still detailed and fast.
- 9 Tons of missions, and a decent two-player mode.
- 9 Huge playing areas, which can be re-explored.

A top notch flight sim with arcade-style sensibilities. *Eagle One: Harrier Attack* has brought all the visual finesse and gameplay thrills of the PC flight sim to the PlayStation.

HOW TO... DROOL OVER A KILL



One of the best features is the instant replay mode. At any time you can pause the action and replay the last 10 seconds.



You can even freeze the replay, and rotate and zoom the camera between your plane and the target.



The way in which explosions, debris and even smoke trails hang in the air *Matrix*-style is just awesome.



analog



dual shock



memory card



number of players

Ehrgeiz:

God Bless The Ring

Even *Final Fantasy VII* tie-ins and girls with killer yo-yos can't save this admirable but bungled experiment in multi-level 3D fighting.

As the consistent favourite genre in arcade gaming, the beat 'em up faces an ongoing battle of its own against saturation and stagnation. Flooded with clones, sequels and special editions, the genre too often relies on graphical razzle-dazzle to obscure a deficit of fresh ideas. In this environment, any game that takes a different path from the *Tekken* and *Virtua Fighters* of the world is to be commended, and such is the case with *Ehrgeiz*.

With a control system and range of special attacks both kept to a minimum, *Ehrgeiz* attempts a fighting style that favours timing, movement and interaction with the environment. This last aspect is obviously intended to play a particularly significant role in tactical gameplay, with multiple levels introduced to most of the 12 fighting arenas, as well as crates that can be hauled at opponents and busted open to produce throwable weapons and bonus items.

Although it all sounds good on paper, *Ehrgeiz* suffers from some negligent design faults and control defects, and takes its conscious lack of complexity too far, most notably with the ridiculous push-button special attacks. But the biggest failing of *Ehrgeiz* lies in the level design. In a game which sells itself on novel level structure, you'd think that a great deal of effort would go into making the arenas as imaginative and playable as possible. Never shy of innovation, the *Ehrgeiz* team apparently let the work experience kid slap together a few small, cramped and bland arenas instead. Such flaws are not only inexplicable but also frustrating, as a tweak here and there could have resulted in a superb fighting title.

Ehrgeiz possesses an impressive 3D engine, allowing full and responsive control over some great looking character models, all at a cracking 60fps. The 11 initial characters include a few familiar faces, amongst them Cloud, Tifa and Sephiroth from *Final Fantasy VII*. The default fighter is Godhand, a solid choice whose signature moves – basic projectile, uppercut and triple flying kicks – betray the enduring influence of the *Street Fighter* franchise on beat 'em up conventions. Another favourite is Yoyo Yoko, an anime-inspired cutie with a deadly yo-yo and the ability to snap necks with her thighs.

The rest of the wildly unbalanced characters vary from off-the-shelf Thai boxers, ninjas and judo masters to girls who transform into wild cats, each with a modest but passable repertoire of special attacks, throws, juggles and other combo-able moves. The guard function very handily doubles as an auto-face feature, which definitely doesn't hurt playability, and the running spin-and-dodge move is another nice addition.

Five sub-games have been thrown in to add some much-needed depth to the rather easy central game, including an addictive push and shove version of *Othello* and a fully-fledged dungeon quest, but whether these are sufficient to counter the game's manifold problems is doubtful.

Ehrgeiz cannot be dismissed outright, but its offbeat gameplay relegates it to niche-status at best.

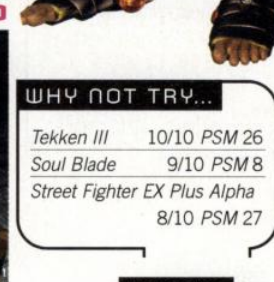
Anthony Holden



PS1

Publisher: Sony
Developer: Square
Release date: Out now
Origin: Japan
Style: 3D beat 'em up
Price: \$79.95 (NZ\$89.95)

- 1 Tifa Lockhart gets it on at the rooftop ring.
- 2 Perfecting the round-off kick.
- 3 "Don't leave me this way..."
- 4 Hai-yai!
- 5 The Battle Runner mini-game features three different tracks.
- 6 Look out for pick-up items to attack opponents with.
- 10 Hoji Masuda, butch adventurer and archaeologist.



WHY NOT TRY...

<i>Tekken III</i>	10/10 PSM 26
<i>Soul Blade</i>	9/10 PSM 8
<i>Street Fighter EX Plus Alpha</i>	8/10 PSM 27

VERDICT

6

A brave attempt to take the beat 'em up into new territory unfortunately stumbles on unfamiliar terrain. An amended PS2 sequel could be a killer, though.

GRAPHICS
GAMEPLAY
LIFESPAN

8 Dull environments, nice character models, lovely CG intro.
6 Toys with several interesting but weakly implemented ideas.
5 Sub-games are fun, but won't add much to longevity.

dual
shockmemory
cardnumber
of players

12 *Star Ixiom's* graphics, although better than *Star Blade*, are nothing spectacular.

34 Disappointingly, the storyline doesn't have much depth.

58 There are lots of enjoyable dogfights any shooting nut will enjoy.

78 Don't despair, the Command mode requires some thinking!

81 The aliens are certainly not quick of mind...

11

Star Ixiom

Namco is renowned as the space shooter specialist, but if you placed *Star Ixiom* next to a *Galaga* machine, which game would get the dosh?

Namco has a great history of producing space shooter games. Over the years titles like *Hevious*, *Galaga* and *Star Blade* have provided an endless supply of aliens to blast away at, and now the PlayStation is the home for the latest Namco zap-fest. So come on folks, it's time to save mankind again!

The storyline in *Star Ixiom* is a little weak, and unfortunately this sets up a few disappointments in the game. For instance, your commanders have decided that the best way to defend mankind is with a single specially prepared ship. But when you go to jump into this amazing wonder ship, you discover that there are in fact several other craft to choose from. Sure, that's a great way to implement variety into the gameplay, but is it worth risking your life for a bunch of morons who don't even know how many ships they have built? The ships do fly pretty well, so yes. And they are simple to control.

During battle aliens fly in all directions and you spend a fair bit of time executing loops and sharp corners before accelerating towards your target. This chase and destroy approach is actually very gratifying, and makes you feel like a bit of a hot-shot pilot. Targeting enemies is a cinch – maybe a little too easy. It only gets tough when you look directly at the nearby stars, which have very bright flare effects.

Action takes place in either command or conquest modes, as well as a fairly standard training mode. Command mode is a simple, single mission option where you blast groups of enemies one at a time and destroy one alien race at a time. Conquest mode is where the game gets more interesting, because although the alien blasting tasks are the same as in command mode, a good dose of strategy has been squirted into the quest.

In conquest mode players must carefully use the random maps provided, as well as making an intelligent choice when it comes to weapons (you can carry two at a time) and shields. The game also plays in a non-linear fashion in conquest mode, so space warriors can fight whichever race of aliens they feel they need to conquer first.

Unfortunately all of the aliens have one thing in common: they are extremely dumb. The enemy AI does a lousy job of targeting you, and they are easy to chase down and destroy.

Graphically *Star Ixiom* is far from out of this world. The only view is from your cockpit through the windscreens, which offers not much more than a few lines that meet in the middle to form your sights. And forget about the rest of the fleet offering anything more.

The sound is virtually non-existent, and there isn't any speech, so advice from your support crew comes in the form of written dialogue on the screen.

Shooting aliens is always fun, and *Star Ixiom* provides plenty of that. But it's possible that you might get sick of shooting the same ones over and over again, not to mention tiring of the boring view that you have to endure. Plus, it feels a little cruel shooting enemies that are so dumb...

Roger Polak



PS1

Publisher:	Sony
Developer:	Namco
Release date:	Out now
Origin:	Japan
Style:	3D space shooter
Price:	\$59.95 (NZ\$39.95)

WHY NOT TRY...

Colony Wars: Vengeance	9/10 PSM 19
G-Police: Weapons Of Justice	8/10 PSM 26
Space Debris	6/10 PSM 31

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

7 No funny glitches, but no real flair either.

7 Shooting is fun and it makes you think – only a little...

6 Smart aliens is what we want, but they ain't here.

The shooting bits are fun, but the actual point to the missions is very dated. Saving mankind? Oh please, not again!

Vandal Hearts II

Publisher: **GT** Developer: **Honami** Release date: **April** Origin: **Japan** Style: **Role-playing game**

Players: **One** Extras: **Analog, Memory Card, Dual Shock** Price: **\$89.95 (NZ\$109.95)**

Vandal Hearts II is that strange and exotic beast known as the strategy RPG. You guide a group of characters through a sequence of battles that are underpinned by a continuous story. On the way you recruit new warriors, gain experience, visit towns, upgrade equipment, talk to characters, and make decisions that mildly affect the outcome

VERDICT

8

of the game. Battles are still the same measure of moving and fighting, but traditional character classes have been banished, with the emphasis now resting on

items and accessories. Re-equip your archers with magic staves and you improve your spell-casting capacity. Give everyone swords and shields, and you're ready for close combat. There's just so much to do, with so many tricks and spells to learn, that you end up playing some levels several times just to try all the possibilities. Even the storyline is far beyond the predictable orcs 'n' rings scenario that usually bugs these affairs. This is not a groundbreaking title, but if you like to wear your thinking cap at a jaunty angle, get your wallet out. **ZN**



Marvel Vs Capcom

Publisher: **Ozisoft** Developer: **Capcom** Release date: **Out now** Origin: **Japan** Style: **Beat 'em up**

Players: **Two** Extras: **Memory Card, Dual Shock** Price: **\$79.95 (NZ\$119.95)**

Marvel Vs Capcom is the third Vs title. There are 15 characters to choose from and, somehow, none of them are duds. The *Marvel* line-up is familiar from previous rumbles, but it's the Capcom contingent that is the real treat, especially for old skool Capcom fans. Arcade platformer heroes Strider Hiryu and Megaman are brilliantly portrayed here.

VERDICT

7

There are also a few more recognisable faces that take the stage as Special Heroes, and of course, some essential *Street*

Fighter veterans – Ryu, Chun Li, Zangief and so on – all of whom offer saner, more complex moves to balance out the *Marvel* posse's pyrotechnics. Although the general button combinations, specials' gauges and standard modes are familiar, this is certainly the sauciest looking *Marvel* game yet and the most complete in terms of gameplay options. If you love it when the screen flashes, boulders fall from the skies and rabid leopards scamper across the screen to accompany super special moves, then step up and slap *Marvel Vs Capcom* in your slot. **KS**



Tiger Woods 2000

Publisher: **EA** Developer: **EA Sports** Release date: **Out now** Origin: **US** Style: **Golf sim**

Players: **Four** Extras: **Memory Card, Dual Shock, Analog** Price: **\$79.95 (NZ\$99.95)**

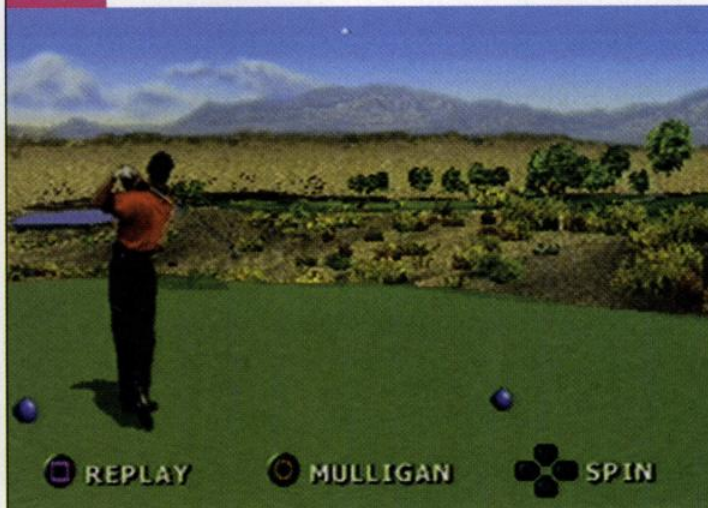
After the exploitative tat of the "just for kids" *Cyber Tiger* game, *Tiger Woods 2000* is EA Sports' chance to move back up the PlayStation's golfing order. Alas, they've blown it. Let's be honest, the basics of the golfing sim are not hard to master. Take a three-click swingometer, a bag of clubs, model a few

VERDICT

5

courses, motion capture half-a-dozen golfers and you're halfway there. But only halfway. *Tiger Woods 2000* falls down at the most fundamental level. It

simply doesn't give you enough information to work out how to play your shots. The grid overlay is useless, with the squares too big and the palette of greens too small. It's a combination that makes precise calculations practically impossible. The swingometer is also ruthlessly unforgiving on pro level. And if you play on any other skill setting, you undermine the point of 'being' Tiger. *Tiger Woods 2000* is a slack piece of work stymied by basic design faults that you'd have thought the mighty EA Sports would have ironed out years ago. **CB**



Renegade Racers

Publisher: **Interplay** Developer: **Promethean Designs** Release date: **Out now** Origin: **US** Style: **Racing**

Players: **Four** Extras: **Analog, Memory Card, Dual Shock, Multitap** Price: **\$79.95 (NZ\$180)**

Don't be fooled. Rather than being a free-wheeling urban outlaw, *Renegade Racers* is desperate to fit in alongside the cunning of *Circuit Breakers*, the oddness of *Speed Freaks* and the purity of *Crash Team Racing*. Waiting on the starting grid for the green light to wink, things don't look too bad. So what if the characters are stereotypically barmy, it'll be much more amusing once the shooting starts. Unfortunately, the race soon turns into a joypad wrestling match. There are three

VERDICT

3

important elements to a decent racer: handling, handling and handling. *Renegade Racers* delivers none out of three. The one-player mode soon becomes torture as you're forced to repeat minor variations of the same track. Do it faster! Make longer jumps! Oh, was that the off switch? Graphics are far from interesting, but it's the gameplay that is most sleep inducing. To beat the competition *Renegade Racers* would have to be remarkable. It's not. If you spend your hard earned on this steamer, pray you don't lose your receipt. **PW**



Extreme 500

Publisher: **GT** Developer: **THQ** Release date: **Out now** Origin: **US** Style: **Motorcycle racing**

Players: **Two** Extras: **Memory Card, Analog, Dual Shock** Price: **\$89.95 (NZ\$99.95)**

No one would ever argue that the PlayStation is short of racing games. Sadly, *Extreme 500* stalls on the starting grid. It attempts to cater for fans of both simulation and arcade-style games. However, the differences between the two options amount to little more than the latter being a stripped-down version of the former with locked courses. The same tracks are freely available in sim mode, which also offers Grand Prix and World Championship events, selectable weather

conditions, and the usual array of tweakable bike options. But the handling differs little between the two styles. Not that the handling matters. Five minutes in to either option and you'll be cursing the grainy visuals, dreadful animation and a frame rate only marginally faster than a flip-screen adventure. *Extreme 500* may look like an exhaustive racing game, but check its credentials and you'll find it as convincing as a \$10 note drawn in crayon. I feel the need... The need to get away from this game as quickly as possible. **PR**

VERDICT

4



Army Men: Sarge's Heroes

Publisher: **Sony** Developer: **3DO** Release date: **April** Origin: **US** Style: **Strategy** Players: **Two**

Extras: **Memory Card, Analog, Dual Shock** Price: **\$89.95 (NZ\$100)**

Sarge and his boys are back in this latest instalment of the *Army Men* franchise. *Sarge's Heroes*'s solid enough, but fails to impress. Plenty of gunplay and military strategy is offered and choosing your weapon is crucial. There are 13 to choose from and 'sweeping' your way through a minefield is just as important as taking out your brown adversaries with a volley of bullets or a blast from your bazooka. The gameworld is large and as you're standing

at just a meagre height, the sheer size of everything that surrounds you makes the tasks at hand seem daunting. Maintaining rendezvous, shooting your way out of sticky predicaments and helping your platoon through various levels is the order of the day. Playing as a little soldier, you're able to roll, climb, drive, run and jump, but controls are terrible and frustrating, and camera angles dodgy. Fortunately, two-player mode is fun, and as there are lots of places to hide, it offers a challenge with an equally skilled mate. **RY**

VERDICT

6



Rugrats Studio Tour

Publisher: **GT** Developer: **THQ** Release date: **Out now** Origin: **US** Style: **Hiddies mini games**

Players: **Four** Extras: **Memory Card, Analog, Dual Shock** Price: **\$89.95 (NZ\$99.95)**

Baby, this is a classy kids game. *PSM* often grumbles that games designed for the younger set are usually second-rate, but *Studio Tour* is polished, entertaining and great value. While enjoying a tour in a movie studio, the little 'rats accidentally lose lil' baby Dil. So you have to control Tommy, Chuckie, Phil, Lil and Angelica as they search the movie sets for Tommy's little brother. In their quest for Dil, the ankle biters appear in 3D spoofs of movies like *Diapers of Thunder* and *Lazy*

Saddles. In addition to the usual collect 'em up platforming action, there are loads of other game styles, including kart racing, shoot 'em up blasting, mini golf, foot races, tag, treasure hunts and a rollicking mine kart ride. The lazy camera angles can occasionally annoy, but otherwise controls are good and young players are taught how to play in helpful training modes before tackling the main events. Graphics are bright, colourful and appealing. Take away a couple of marks from the score if you are over 12, but be assured, ankle biters will adore this. **JH**

VERDICT

8



Caesar's Palace 2000

Publisher: **Interplay** Developer: **Beam** Release date: **April** Origin: **Australia** Style: **Casino sim**

Players: **Four** Extras: **Memory Card** Price: **\$79.95 (NZ\$100)**

The real Caesar's Palace is a grotesque, grown-up wonderland of chiming slot machines, hostile card tables and free booze dispensed by women in togas. And no clocks and deliberately-hard-to-find exits. *Caesar's Palace*, the game, is a sterile attempt to recreate the vibe, but with no character or ambition. The games - roulette, video poker, blackjack and craps - all come packaged in a single chunk of options. Visit the cash machine, set your stake and dig in. All the parts are there, but

they don't add up to any kind of gaming jackpot. There's nothing at stake, you see. In the real world there's the buzz of boldness, the thrill of sparring with your livelihood. Here, it's mess with poker for a bit, get bored, have a look at roulette, get bored, a few hands of blackjack, get bored... There's a decent in-game coach who offers a bit of guidance, but it's hard to care. What's needed is selectable personalities, cheat options, chunky graphics. As it is, it is of use only as therapy for problem gamblers or convicts with limited time-killing options. **AL**

VERDICT

3



Puma Street Soccer

Publisher: **OU Software** Developer: **Sunsoft** Release date: **Out now** Origin: **Europe** Style: **Soccer sim**

Players: **Eight** Extras: **Memory Card, Analog, Multitap** Price: **\$79.95 (NZ\$180)**

It was a cracking idea. Take the most popular sport in the world, strip it down to a few players, set up pitches on the streets, fix the gameplay on super fast, stick in loads of fancy moves and spectacular rebounds, and the resulting concoction should be a sure-fire winner. So what on earth went wrong? First, the graphics look like the game was made five years ago. The commentary is by an excitable American chap who's completely unintelligible, as well as highly irritating. The

graphics are slightly shabby and the sound quality ropy. The players are too lumbering to keep up with the match, and occasionally your man dashes off in the opposite direction to the run of play – which is extremely frustrating. You can't pass accurately, you can't tackle properly – basically the fundamentals of soccer have been ignored in favour of making sure the advertising hoardings look good, which is a very bad idea indeed. Luckily they didn't call it *Puma International Street Soccer*. The acronym would have said it all. **DM**



Spec Ops: Stealth Patrol

Publisher: **Jack Of All Games** Developer: **Take 2** Release date: **Out now** Origin: **US** Style: **Stealth combat**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95 (NZ\$180)**

At first glance, *Spec Ops* takes a pretty decent stab at the war-is-hell stealth 'em up genre, as perfected by *Metal Gear Solid*. For starters, there's a whole catalogue of modern firearms all available to the budding auto-weaponry fetishist. A cool feature is the way the opposition reacts differently depending on how liberal you are with your ammo. Meanwhile, your computer-controlled teammate adds a pleasant best buddy feel to the game. Unfortunately, *Spec Ops* goes rapidly downhill

from here. While theoretically a stealthy approach is rewarded, the game conspires to make any such pussy-footing around pointless. The sniper rifle and binoculars are too unwieldy and the tight time-limits make it impossible to scout out a situation before blundering in. There's not even training missions to introduce you to the game's many complexities. At least the two-player mode lets you drag a friend along to share in the frustration. Unfortunately, *Spec Ops* is lots of good ideas seemingly put together with minimal thought. **KG**



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Army Men 3D	PSM 32	6
Army Men: Air Attack	PSM 32	5
Cool Boarders 4	PSM 32	8
Crash Team Racing	PSM 28	9
Demolition Racer	PSM 31	7
Dino Crisis	PSM 27	9
Discworld Noir	PSM 31	8
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Fear Effect	PSM 32	8
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Formula 1 '99	PSM 28	8
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no worries

84 powerline

Power your way through
Vigilante 8: 2nd Offense, *NBA
Live 2000*, *Gran Turismo 2* and
more with Sony's Powerline tips.

86 Medal Of Honor

Attention! Do your country
proud and lead your troops to
victory with our playguide to the
final two missions.

90 Resident Evil 3

Zombie slayer Steve Polak
hacks up Part I of the evil
doings you need to perform to
conquer the living dead.

96 any questions?

Tips guru Richie Young provides
solutions to readers' problems in
Toy Story 2, *Knockout Kings
2000*, *FFVIII*, *Thrasher* and more.

Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for PSM has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or e-mail playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.



Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call ☎ 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
3. New and upcoming PlayStation games information.

4. PlayStation game of the month.
 5. This month's Top 10 titles.
 6. Information on PlayStation peripherals.
- The Powerline is charged at \$1.50 per minute (NZ\$1.69 – a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

POWERLINE

In Australia call
1902 262 662

press 0 for the
main menu

press 1 to speak to a live
member of Team PlayStation

press 2 for cheats heaven and
have your game code handy

press 3 for new and upcoming
games information

press 4 for PlayStation game of
the month

press 5 for this
month's top 10

press 6 for information on
PlayStation peripherals

POWERLINE

In New Zealand call
0900 97 669

follow the
instructions

press 1 if you are a
Power User

press 2 for instructions on operating
the Powerline system

press 3 to select a game by
product code

press 4 to select a
game by name

press 5 for instructions on how to
connect your PlayStation

press 6 to leave
a message

Vigilante 8: Second Offense

02162

How to enter passwords

Highlight Game Status at the Options menu. Then press **L1** and **R1** and press **X** twice.

Arizona aliens

In the Arizona stage, blow up the observatory. Then wait near the crater and you'll see a huge meteor smash into it. Blow up the meteor and an alien that shoots laser beams will come out. Once you kill it another meteor will appear and the process keeps repeating.

Attract enemies

Enter UNDER_FIRE at the password screen.

Attraction mines

You need at least two mines. When you have the mines, press **←**, **→**, then **↓** and machinegun at the same time.

Change car colour

When choosing your car press **●**, then you may select your colour.

Crater maker

While playing make sure you have at least five mortar shells. Then press **↓**, **↓**, **↓**, **↑**, machinegun.

Extra salvage points

To get three times as many salvage points, destroy your opponents using your special weapon.

Fast action

Enter QUICK_PLAY at the password screen.

Gives all cars big wheels

Enter GO_MONSTER at the password screen.

High suspensions

Enter JACK_IT_UP at the password screen.



Fighting Force 2

02233

Cheat mode

Hold **L1**, **L2**, **R1**, **▲**, **X** and **←** when Press Start appears at the opening screen. Select the Start Game option and choose a level. Your character will have unlimited ammunition and invincibility during the game. (Note: Enabling this cheat disables high scores.)



NBA Live 2000

02299

Legends

Enter a player's first and last name code at the Create Player menu (a message confirms correct entry), then go to the Unlock Legends screen to activate them.

'50s Legends

Player	First name	Last name
Andrew Phillip	Whiz	Kid
Bill Sharman	Charity	Stripe
Bob Cousy	B-Balls	Cooz
Bob Pettit	Crash	Boards
Carlo Braun	Hard	Wood
Cliff Hagen	Hook	Shot
Dolph Schayes	Set	Shot
George Yardley	Yard	Bird
Harry Gallatin	Iron	Horse
Larry Costello	Cross	Over
Paul Arizin	Pitchin'	Philli
Richard Guerin	Play	Maker

'60s Legends

Player	First name	Last name
Bill Russell	All	Defensive
Elgin Baylor	Offensive	Force
Hal Greer	Jump	Shot
Jerry Lucas	Lucas	Layup
Jerry West	The Mr.	Clutch
Lenny Winkles	Player	Coach
Oscar		
Robertson	Bucks	Big O
Sam Jones	Bank	Shot
Tommy		
Heinsohn	Flat	Shot
Walt Bellamy	No	Comment
Willis Reed	Soft	Touch

Wilt

Chamberlain Big Goliath

'70s Legends

Player	First name	Last name
Bill Cunningham	Leaping	Kangaroo
Bill Walton	Shot	Blocker
Bob Lanier	Big	Foot
Dave Bing	The	Duke
Dave Cowens	Red	Head
Earl Monroe	Magic	Pearl
John Havlicek	John	Hondo
Julius Erving	Doctor's	In
Nate Archibald	Big	Tiny
Pete Maravich	Passing	Pistol
Rick Barry	Foul	Shot
Walt Frazier	Cool	Clyde
Wes Unseld	Glass	Cleaner

'80s Legends

Player	First name	Last name
Charles Barkley	Mound of	Rebound
Dominique Wilkins	High	Light
Earvin Johnson	Magical	Guard
George Gervin	Chilled	Iceman
Hakeem Olajuwon	The	Dream Machine
Isiah Thomas	Bad Boy	Zeke
James Worthy	Big	Game
Karl Malone	Mailman	Delivers
Kevin McHale	Sixth	Man
Larry Bird	Celtics	Pride
Michael Jordan	Come Fly With Me	
Moses Malone	Free	Throws
Patrick Ewing	Player	President
Robert Parish	Celtic	Chief



Ehrgeiz

02111

Alternate costumes

At the arcade mode character selection screen, hold ↑ while selecting a fighter.

Extra battles

To get two extra battles, you must defeat Sasuke in less than three minutes and 20 seconds, the door that looks like the entrance to the Gold Saucer (*Final Fantasy VII*) will open and you can fight Cloud and Tifa before the finale battle with Django.



Extra costumes for Tifa and Cloud

For Cloud's third secret costume defeat the game using Yuffie. For Tifa's third secret costume defeat the game using Vincent.

Play Evil Panel

Defeat the CPU 10 consecutive times in the Battle Panel



Mini-Game. Then in the top menu select Battle Panel while holding **L1**, **L2**, **R1** and **R2**.

Play as Zack

To play as Zack, Cloud's mentor in *Final Fantasy VII*, beat the game with all of the *Final Fantasy VII* characters. Zack has the same moves as Cloud.

Secret characters

To get the secret characters, do the following:

- Koji Masuda – Defeat the game using any male character.
- Clair Andrews – Defeat the game using any female character.
- Yuffie Kisaragi – Defeat the game using Cloud Strife.
- Vincent Valentine – Defeat the game using Tifa Lockheart.
- Zax – Defeat the game using all the *FFVII* characters.
- Django (A.K.A. Neo-Red XIII) – Defeat the game using all the characters (except for the *FFVII* crew).

Costumes for normal characters

To get the third costumes for normal *Ehrgeiz* characters complete the following:

- Beat arcade mode without continuing.
- Beat arcade mode and get EHRGEIZ with any character.
- Perform a 10-hit combo in practice mode.
- Get 35,000 points in Battle Beach.
- Get 2000 points in Infinite Battle.
- Have all FMVs in the Movie Player.
- Get a perfect score on Evil Panel (computer must have 0 panels).
- Beat the computer in Battle Runner on any level with any number of laps.

The costumes will be released in this order as you complete the objectives: Yoko, Han, Prince Doza, Inoba, Sasuke, Jo, Lee and finally Godhand.

To get the alternate uniforms, hold down and pick the character.

Rainbow 6

01136

Extra ammo

Pause the game, then hold **L1** and press **■** (x2), **●**, **▲**, **✕**, **▲**, **✕**, **▲**. Note: This may also be done at the main menu.

Invincible hostages

Pause the game and hold **L1** then press **●**, **●**, **■**, **▲**, **✕**, **▲**, **✕**, **●**.

Make the terrorists disappear

Pause the game, then hold **L1** and

press **▲**, **●** (x2), **▲**, **■**, **✕**, **▲**, **●**. Note: This may also be done at the main menu.

Revive health

Pause the game and hold **L1** then press **▲**, **▲**, **✕**, **●**, **✕**, **■**, **■**.

Show all maps

Pause the game and hold **L1** then press **✕**, **●**, **■**, **▲**, **▲**, **■**, **●**, **✕**.



Gran Turismo 2

02380

Acquire credits quickly

Win a GT League, Rally or Special Event. Then sell the bonus car and race the circuit again.



A-Class licence award

Get the gold rating on all A-Class licence tests to unlock the Dodge Concept Car.

B-Class licence award

Get the gold rating on all B-Class licence tests to unlock the Spoon Honda S2000 (modified streetcar).

Bonus cars in simulation mode

Unlike the original (where rewards were straightforward), bonus cars in *Gran Turismo 2*'s simulation mode are more numerous and subjective. Simulation

mode bonuses are determined by:

- The car the player drives (and the class it is in).
 - The number of consecutive wins that car has achieved prior to a given race.
 - The course on which the race occurs.
- Most of the time, bonuses vary by one class. Thus, a Class-B victory is likely to be awarded with a Class-C, Class-B or Class-A bonus car.

Bonus cars in arcade mode

Win a forward course in arcade mode at normal difficulty.



Arcade mode ending credits

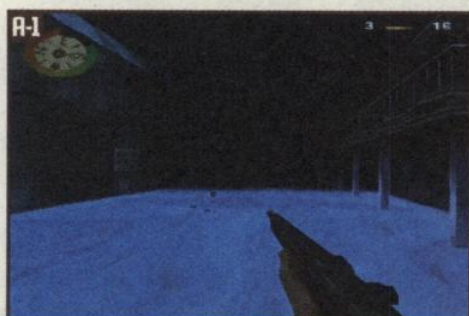
Win all 23 forward courses in arcade mode on hard difficulty.

Bypass licence exams

Load a Memory Card containing *Gran Turismo* licence data. *Gran Turismo* licences (B-Class, A-Class and International-A) will fulfil similarly named licence requirements in *Gran Turismo 2*.

Medal Of Honor

Even the greatest war heroes need a bit of a helping hand some of the time. With our guide to the tricky final two missions, victory is yours for the taking. Advance troops...



for the bazooka-toting soldiers round every corner. **A-1** One direct hit and you'll be dead, so aim for the head and try to take them out with one shot. **A-2** A little way along the canyon you'll find a pack of snipers in strategic positions along the walls. **A-3** Shoot them out and pick up the stuff they drop, **A-4** then keep going as far as the clearing. There's a sniper on the ledge to the right. Shoot him, **A-5** then carefully take out the bloke on the gun emplacement round the left-hand corner. Head through the gap and push on up the hill, you'll find a few more bazooka Joe's streaming down. **A-6** Bear right at the top and turn down the

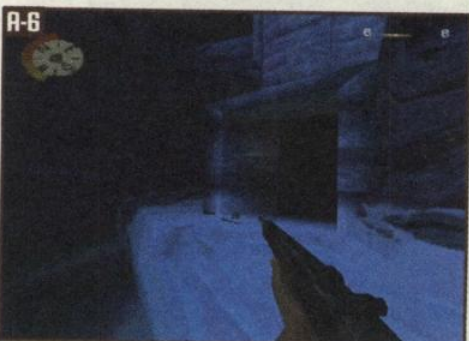
Lt Patterson has landed himself in a pit of espionage, sabotage and covert operations. His chances of success in these trials and tribulations are dependent on your ability to master a few basic skills. That, and being exceptionally quick on the draw. Check out the boxes to help you train up to fighting strength, then work through the simple first missions. It really, genuinely, isn't difficult until the final pair of missions, so here's a quartet of pages to guide you through that tricky climax. We start at mission six...

CAPTURE THE SECRET GERMAN TREASURE

A. MOUNTAIN PASS

Objectives: Destroy generator fuel and locate mine entrance

A difficult challenge kicks off mission six. Watch out



LESSON 1 - THE STRAFE

Most of you will be familiar with *Quake II*. The strafe in *Medal Of Honor* is no different and vital for your success. Whether you're behind a wall, or dodging bullets out in the open, it's important to ensure you can duck out of the way of danger. The movement, a sidestep skip, would look very strange in real life, but it gets you out of trouble. If you're feeling adventurous you could try the circle strafe, beloved of *Quake* fans everywhere, although it'll depend on you using the dual joystick control method. You use lateral movement to spin round your opponent, focusing on him while keeping out of the way of his weapon. Tricky, but once you get the hang of it you'll be the most versatile soldier on the block.





next right-hand passage until you hit the fuel dump. Shoot out the guards and place a few bomb charges on the canisters. **B-7** Once they're blown, head through the opposite door and dive into the mine entrance ahead.

B. MERKERS UPPER MINE

Objectives: Eliminate eight SS demo squad members, recover the Dahood Manuscript, acquire elevator key, locate elevator

Master the art of the strafe to keep an eye on what's behind you – these Nazis can creep up on you unawares. **B-1** The first of many demolition troops is dead ahead. Shoot the big lummo quickly and push through to the left-hand bend where you'll find the second bomber. Head back up to the main cavern and

shoot the third and fourth demolition men, then pick up the Dahood Manuscript, which is lodged behind the pair of coalscuttles at the back of the cavern. **B-2** Follow the path out to the right and clock another demolition man on your right-hand side. Bag the lift key from the table here before you leave, and watch out for the guards that bear down on you from behind as you leave. One's got a bazooka and he'll almost certainly score a direct hit unless you act quickly. A sixth bomber's holed up in a little alcove to the right, while the left-hand side holds the penultimate sabotage merchant. This, again, marks the point where more soldiers try to catch you unawares, so watch your back. Another alcove along the passageway holds the final squad

member. Once you reach the big cavern, exit via the elevator. **B-3**

C. TABASURR CAVERNS

Objectives: Locate curator inventory, locate and disarm bombs

Those magnificent men with their bazookas cause a world of pain down in the trenches. Keep an eye out for soldiers that drop to one knee; their missiles will target you, so shoot them out first. In the first cavern, the farthest soldier's the one toting the bazooka. **C-1**

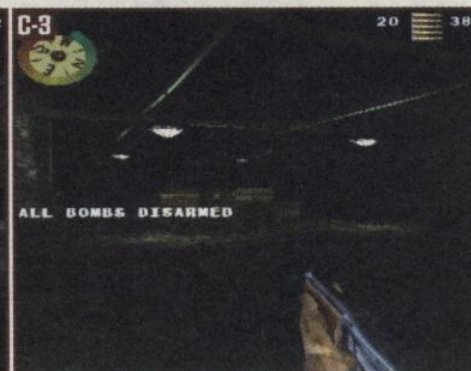
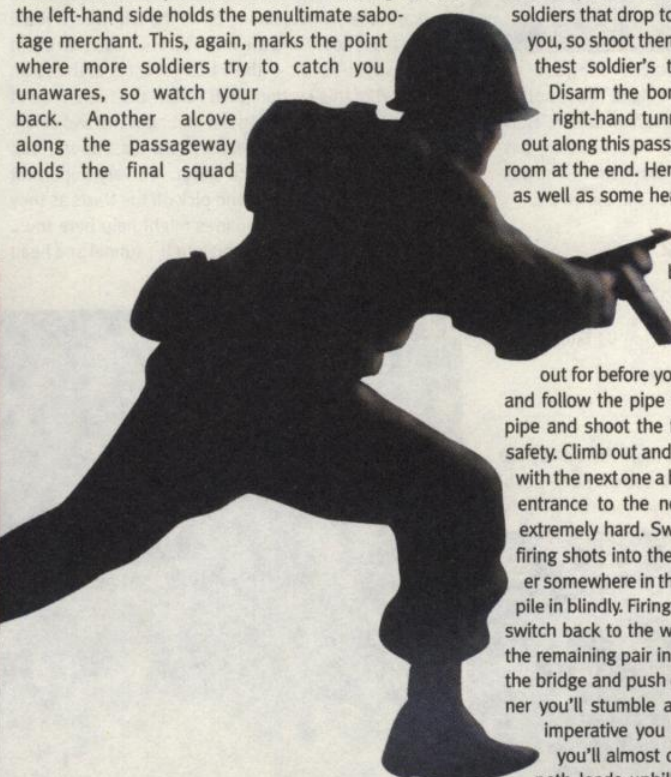
Disarm the bomb on the right and duck into the right-hand tunnel. There are a few guards to take out along this passage and another pair holed up in the room at the end. Here you'll find the curator's inventory, as well as some health to pick up. Head back down to the first cavern and right into the next big cave. There are three bombs in here to disarm – one left, one right and one straight ahead. There's also a bazooka soldier at the back of the cavern to look

out for before you jump down into the elevator shaft and follow the pipe to the next section. Hole up in the pipe and shoot the first couple of guards from relative safety. Climb out and disarm the bomb, then do the same with the next one a bit further into the cave. Pause at the entrance to the next section because this section's extremely hard. Switch to the bazooka and strafe out, firing shots into the dark. **C-2** There's a hidden attacker somewhere in the darkness and he will get you if you pile in blindly. Firing off a few rounds does the trick, then switch back to the weapon of your choice and wipe out the remaining pair in this cavern. Pick up the stuff under the bridge and push on through. **C-3** Just round the corner you'll stumble across another pair of soldiers. It's imperative you hit them with the bazooka first or you'll almost certainly die. It's tricky, because the path leads uphill, but with quick reflexes you'll be



LESSON 2 – THE AMBUSH

Here's the theory. Hide round a corner and wait for the enemy to start charging round it. Then shoot them. In a good situation, you can wipe out an entire platoon with this method. Be careful though, problems can arise. In close confines you can get caught out by a lot of soldiers. Back-peddling doesn't necessarily work, because you can't see where you're going and might even end up running into another lot of oncoming soldiers. Only use the ambush when there's enough space to allow yourself a get out route.





fine. The next cave offers a trio of soldiers – one guy at the back and two in a tiny sub-cave to the right. This is not too hard though, so push forward into the final cavern, again being careful of the guards in the interconnecting passageway before you reach the final four bombs. The passageway to the right holds the ladder and the exit.

ESCAPE FROM THE V2 ROCKET PLANT

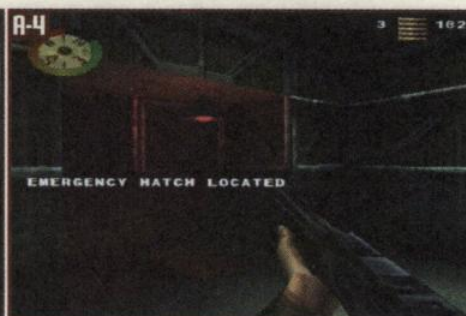
A. BUZZ BOMB ASSEMBLY

Objectives: Find V1 target list, destroy V1 launch control system, open the blast doors, locate emergency hatch

Hide where you are to begin with, then blast away the two guards that stumble round the corner. Keep pushing up the tunnel, **A-1** taking out the next two guards,



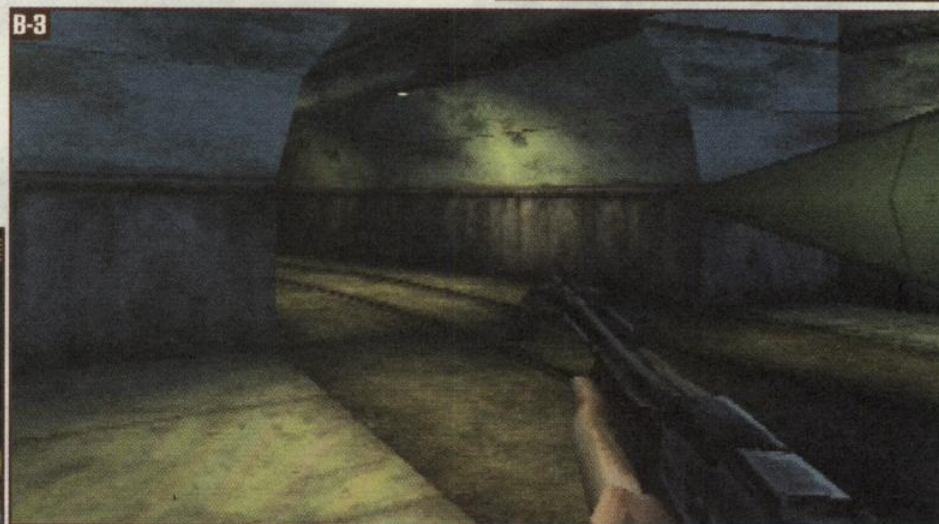
then lob a grenade down the hole to the right. Follow it down and shoot the three guards holed up in here, then climb up the ladder and dart across to the other side of the passage. Kill two more guards, then the one at the end of the tunnel, not forgetting the Nazi in the left-hand room. **A-2** Shoot the next two soldiers from the safety of the gantry, then drop down and battle your way through to the scientist's enclave. There's a warehouse to beat your way through, then the next tunnel which is dark, so watch out for the gunner hidden at the end. Follow this passage round to another warehouse and check out the tunnel leading off to the left, where you'll see the blast doors and the way out. Then carry on down into the scientists' pit – the V1 target list is in the room at the end of this section. **A-3** Follow the tunnel round to locate the blast control system. Shoot the two scientist types here, then battle back to the blast doors, leap the tunnel and get ready to shoot. It's very important that you stay on the ledge and pick off the Nazis as they try to reach you. **A-4** Grenades might help here too... Once they've been killed, jump into the tunnel and head through to the way out.



B. VENGEANCE PRODUCTION

Objectives: Find scientist's roster, acquire V2 schematics, gain access to guidance lab, sabotage gyro guidance system, find launch area

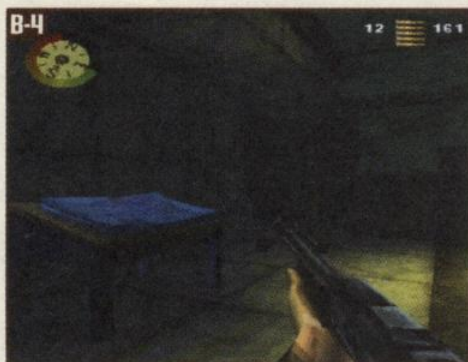
Knock out the two guards at the start of the level, then run round the corner to the long tunnel. Hole up here and knock out the three guards which are lying in wait, then plough down into the main tunnel bearing right into the passageway. This will lead you back to the **B-1** main tunnel, then left into an enclosed section. **B-2**



LESSON 3 – THE CROSS HAIRS

Targeting's fundamental to your success. The best method is to hole up somewhere and target guys from a distance. That way you can concentrate on aiming quickly and accurately, swinging the target from soldier to soldier. Headshots are the most successful and tend to increase your score, with more kills for less ammunition. Obviously at close quarters, different weaponry is more effective. The shotgun has a wider spread of lead, so use that in the confines of a fort or cave. Outside use the rifle for accuracy, but the sniper rifle is most effective. Occasionally, when zooming in on a target running towards you, you can let off a shot before the target is in site.





Grab the scientist's roster from the room on the left, then head out to the **(B-3)** main tunnel and the right-hand passageway. It gets a little tense at this point, so ready your weapon and wait for a barrage of troops to come flying through both of the doors up ahead. Hold your ground and switch from passage to passage knocking out each soldier, then head through into the warehouse and **(B-4)** grab the V2 schematics from the table in the next room. There are snipers on the catwalk above which you'll need to keep an eye out for. Climb up and continue into the next passageway. There are a couple of scientists here who you need to kill, then burst through into the room behind the heavy door where you'll **(B-5)** find the gyro to sabotage. From the main tunnel, **(B-6)** bear right to the launch site and the final level.

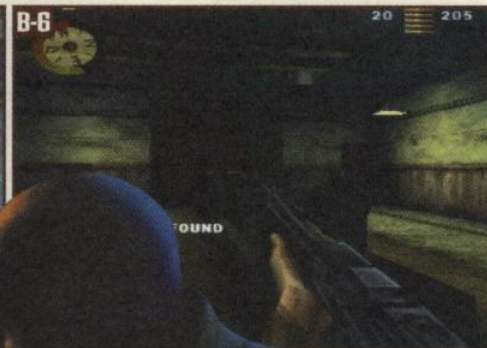
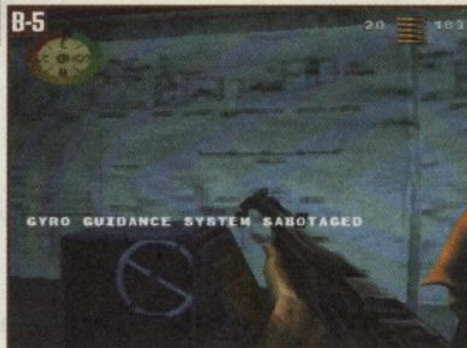
C. GOTTERDAMMERUNG

Objective: Launch sabotaged V2

There's an easy way and a hard way to complete the game. The hard way is to take control of that gun emplacement at the right-hand end of the tunnel and **(C-1)** shoot the sea of soldiers that come pouring out of the crevice in the cliff opposite. Sadly, the sheer **(C-2)** amount of weaponry bearing down on you makes your

LESSON 4 - THE BAZOOKA DODGE

The most invaluable skill you can learn, and inherently tied in with the strafe. The trick is in knowing when to make the dodge. First off you're going to want to get a shot in, targeting any soldier that looks like they're about to bend down on one knee. These guys suggest that a bazooka attack is imminent. If you should happen to miss, strafe quickly out of the line of fire. You'll actually see the missile heading your way, a burst of flames, and it'll rush past. Get in another couple of shots, then strafe quickly again. Eventually you'll manage to hit the little critter.



chances of survival slim. Instead dash over to the said crevice, shoot out the few soldiers hiding by the crates and you should be able to hole up here and take out any that remain on the level. **(C-3)** Is this a mistake in the game? In all probability, yes. Makes life far too easy for the conclusion of such an epic. Anyway, once you're by the crates, blow them up until you've opened up a route through to the test site below. Then hop down the cliff and take out the few soldiers who are standing guard. Watch out for the couple of soldiers hidden in the little tunnel to the left, then make your way right to the bomb shelter. **(C-4)** Lob a grenade in the hole in the top to take out any scientists below, then jump down and trigger the missile. **(C-5)** Job done, mission, and indeed game, over...



Resident Evil 3 Nemesis

Steve Polak has walked where others have feared to tread and brought us part one of the *Resident Evil 3 Nemesis* walk-through.



We all love this new addition to the brilliant *Resident Evil* series. However, finishing the game is an even bigger challenge than before as there are more zombies, more choices and puzzles, and then there is that matter of Nemesis, the evil creature you can't even kill with your weapons.

Along with this *Resi* instalment being bigger, badder and having more zombies, you also have new weaponry and new moves, which help to even up the balance.

Before you throw yourself wholeheartedly into the slaughter, here are a few tips to make your life easier.

1. Targeting and firing efficiently is very important. Use the **R2** button to auto lock onto the enemy, so that you aren't wasting ammunition. Also reload manually so you are never without a full payload. Conserve ammunition, running is sometimes better than fighting. Also use your 180-degree spin move often to prevent zombies from sneaking up behind you. This move is also essential to a quick getaway.

2. Nemesis never enters save rooms, so go to them and hide (you coward!).

3. When looking about rooms, items you can pick up often sparkle, which makes them easier to find.

4. You must become good at chemistry, combining different sorts of gunpowder to make special ammunition. Some tools are also combined if you are to solve puzzles.

5. There are different endings, as well as many different paths to this game. You are rewarded with 'better' endings if you clock a quick time through the whole game (the clock keeps ticking when you use pause too!), so run and try to keep things moving as quickly as possible.

6. Using the action key early before you get to a door or when groping about levels for pick-ups is also a good idea. Basically hammering on this button will (most of the time) reveal surprises, save you time in





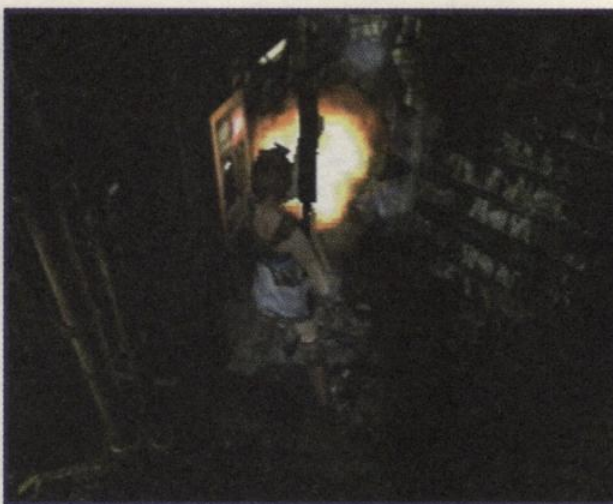
reaching doors, and sometimes get you out of scraps with zombies close on your heels.

7. Finally, even though this sounds terribly obvious, **SAVE AS OFTEN AS YOU CAN!** There is nothing worse than getting through a hard bit, getting trashed and having to go back and do it all again, simply because you were too slack and didn't save your game.

THE BEGINNING

After an intro sequence, which sees you running from the zombies and stumbling into a warehouse, the game begins in earnest. You will find a first aid spray near some oil drums, and around the corner handgun bullets – grab them (you'll need 'em). Take the right of the two doors on the scaffold, enter the office, and grab the key to the left door (as well as two measures of gunpowder).

Once you leave the warehouse wander down a narrow alley until you come to a 'T' junction. Then turn right and kill a few zombies in front of a dumpster. Follow the path further, but be careful, as you will come across a door in an area where there are wood floorboards and brick walls. Zombies will burst through the door and go for you. Some rapid firing will get rid of them quickly. Now go through the door the zombies opened and you will discover another zombie and a can of lighter fluid. Toast one



and kill the other. You can grab a shotgun here (oh joy!). You will also find some green herbs outside the door and around the corridor from this area (health gunja!).

Now head left (you will be viewed from an overhead balcony perspective if you are heading the right way). There is a zombie to avoid, so keep running until you come to a fire escape. Once you reach it begin climbing and now keep running until you come into a square clearing where you see a character (you later discover it is fellow cop zombie killer Brad) being mauled by three zombies, but just managing to get away as you enter the area.

Follow Brad until you see him in the bar. Brad then tells you a bit more about the menace you will face, and is then quick to blast his zombie attacker. Brad then runs away. Make sure you pick up the lighter and then combine it with the lighter fluid. Also grab the handgun bullets from the cash register and the clock tower postcard, and leave through the door you came in.

You will come to the clearing where you saw the three zombies. They are now gone, but a typewriter ribbon can be found in the trash. You will now come to a 'Y' shaped fork in the paths. Turn left and continue down this alleyway until you come to a door, and turn left again. Here you will hear a banging noise and be confronted by a bunch of zombies behind a gate. They knock the gate down, but if you are quick you can toast them very efficiently by shooting a barrel handily sitting near the advancing horde. The barrel explodes, taking all of the zombies with it. If you don't shoot the barrel quick enough you can gun down the zombie easily, but using the barrel option saves





you ammunition (something you must always be on the lookout for).

RACCOON POLICE DEPARTMENT

You will come to a gate on your left. It is held shut by some oil-soaked rope. Time for your lighter! Burn the ropes and you can enter. Get ready for trouble though, as zombie dogs will soon attack you. Use the shotgun on these and don't let them attack you from opposite sides. You will now come to a storeroom. Save the game and grab the gunpowder you find there. Now leave the storeroom and head left. You will come to a street scene, and as you follow it around to the left you will find that you're in familiar territory (if you played *Resident Evil 2*), as you are standing outside the Raccoon Police Department (RPD) building.

Open the gate and get ready for a great animation that sees Brad being belted big time by the game's big

boss, Nemesis. This introduces a new play element. From time to time you will be confronted by Nemesis (or another urgent situation), and have to quickly make a decision about your next move. The game slows down, there is a heartbeat sound (to add to the tension) and you must pick one of two alternatives (displayed on the screen as text). There is no wrong choice, as neither of the two options in this instance (or later in the game) will see you get killed. However, usually one of the choices is better in terms of making the game easier to complete.

In this confrontation you have to choose whether to fight or run. Funnily enough the 'fight' option is the better choice, although all you really do is then run past Nemesis to the door of the RPD. Don't waste your ammo on Nemesis; he can't be killed at this point in the game. Make sure you grab Brad's ID though, as you'll need it inside the building.

You'll now find yourself where the gameplay took place in the previous game in the series, and it is certainly good to revisit the RPD. However, this is no time for sightseeing.

Head for the computer terminal in the main hall. Log on and you will be given a password (remember this for later). There is only one door you can open in the area. Take it and get ready for some zombie blasting. Go through this room and head for the door at the other end of it. This takes you to a locker room where you can use the password to open a locker and gain a (emblem) key to the S.T.A.R.S. office (as well as a blue gem). Now keep going through the next logical door, blasting zombies as you find them.

Go to the small room under the stairwell; you can save here, and you might also want to store some of the items you are carrying, like the blue gem, and maybe one of the herbs (if you haven't used them yet). You will also find some gunpowder here.





REVISITING S.T.A.R.S.

Go upstairs, being careful of the fat zombie at the top, and go down the corridor to the S.T.A.R.S. office. The emblem key opens this door. In here you will find some ammunition, a first aid spray, a lock pick and a grenade gun (the last item being in a cabinet). As you get ready to leave, the radio will also activate and provide a useful message – Nemesis is inside the RPD and on the prowl!

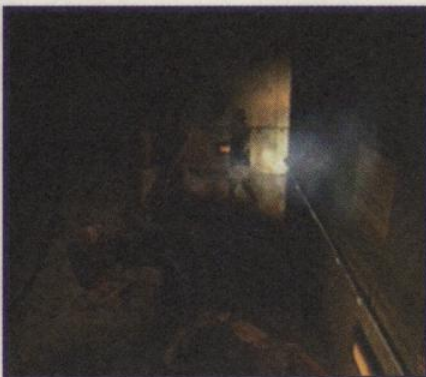
Leave the room and go downstairs, but get ready for a fright, as Nemesis and some zombies will leap out at you – we won't tell you when, just to keep some sense of suspense. Just get out of the RPD as quickly as possible! Run straight ahead after you pass the bookstore until you see some fire in your way. Go left and grab the ammo and the mercenary diary on the dead body you come across. Go through the next door and veer to the left again. You'll find some blue herbs, and then go through the gate in front of you. Blast the zombie mutts you come across. Take the next doorway on the right.

You are now in an undercover car park, with more dogs to kill. Take the power cable from the car (see the sparks) and grab the herbs by the office door. Once in the office grab the bullets and save the game.

Leave via the next logical door, and fight some more canine zombies (where is the dogcatcher when you need him!) and you will pass through a door and enter a building site area. Look to your right and you'll find an incredibly useful map of downtown.

SPIDER THINGIES... AARGHH!

Get set, as you are about to face a new beast. A Drain Demon will drop near you. Blast it fast, and watch out



for its fast jumping attack. There is another one of these around the corner, but you can pick it off more easily from a distance. Go up the white stairs, and ransack the body near them for some more ammo. Head back the way you came.

Now you will come to a 'T' intersection. If you go left you get on another gameplay path (which, due to space constraints, isn't covered), but if you want to get through the game without thinking too hard, go right and read on.

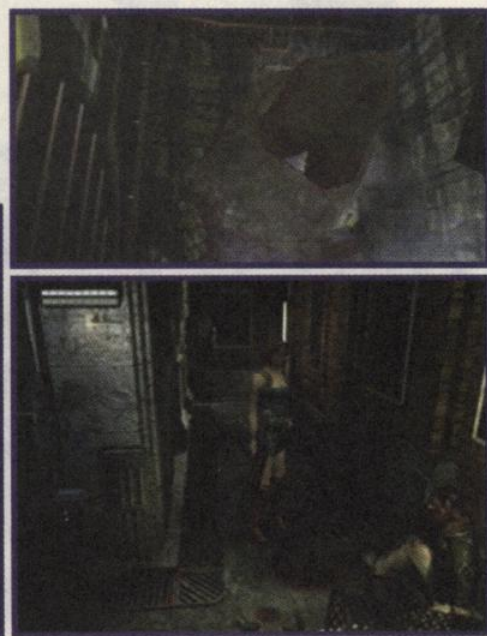
TABLE FOR TWO?

The first thing you'll see is an unidentified person (Carlos) running off into the distance; follow him to the restaurant. Have a look around here and you will find a safe in the kitchen. Time to use your trusty lock pick. Here you will get a crowbar, which you can use to open a manhole near the sink: you will find Carlos from the mercenary team, and immediately after chatting to him, Nemesis bursts in on you again and it is time for another stressful snap decision.

You can either run into the basement or hide in the kitchen. If you are a fan of fireworks, go to the kitchen where you will ignite a firebomb (using the lighter near a convenient gas leak). This blows Nemesis to hell (so you hope). He isn't moving, but he doesn't look dead. Best grab the Eagle gun parts on him.

(Note: If you take the other option and hide in the basement, sneak out the ventilation grill, but you won't get the gun part).

Now outside the restaurant, set off after Carlos. Find an alley with a door; go through it and you have found another save point. Nemesis will also be lurking around. Make sure you have the blue gem at this point too.





CITY HALL

Exit the room and head for the City Hall game (it is locked). Put the blue gem in the clock next to the gate. Now you notice you need another gem. Off we go! Head back, turn right, and you'll be at the Press building (time to get even with those PlayStation writers for their cushy lifestyle, eh?). Enter with gun cocked. You will need to use the stool you see to reach the switch that activates one of the inner doors. Make it so. There is also a first aid spray at the reception counter.

Run up the stairs to the next level and keep your wits about you (another surprise lurking in the shadows perhaps?). The next room you come across is an office on the right. Here you will find the green gem and a few zombies. Shoot one and grab the other. Head back to City Hall, but beware: Nemesis is in a grumpy mood and lurking nearby. Open the gate with the gems and it is time to explore a new area behind the council chambers.

Well, the action is certainly hotting up, but how are you ever going to beat this Nemesis abomination?

Okay, you are in the City Hall area. Take a walk until you come to an intersection. Head right and start nuking zombies! There are also some herbs nearby if you need a natural remedy for what ails you. You will pass through another door and be best by zombie dogs from all sides. Time for a little more 'shotty' action. Thankfully there are also some shells on a body nearby, so you can replenish your supply.

MORE MERCENARIES!

Climb over a small fence and you have entered the railway station. Again, before long, zombies will attack

you, but thankfully there is another exploding item you can use to kill many with little ammunition use. Inside the train you will notice that the controls don't work. Time to gather a few new items, but first you must deal with the less than nice sergeant Nicholai. Make sure you grab the spanner in here too.

Carlos is a decent chap and he gives you a new utility belt that lets you carry more items. Head back to the City Hall gate and kill the zombies that await you.

Head to the right at the next intersection and you will be in a clearing with a statue. Push a button on the statue and you will be able to get the bronze book. Now it's off to the ingenious water trap. We want the bronze compass, but if you grab it you cannot move as you are surrounded by deadly electrified water. Instead use the bronze book and place it in a cavity in the wall next to the source of the right waterspout. The compass can now be taken easily (clever, eh?). Now head back to the statue, avoiding quite a few nasties on the way, and put the compass in the statue's hands. You will get the battery.

Head back to the building site where the Drain Demio tried to jump you (there are more of 'em here too). Use the battery to get the lift working. Go down, find a heap of zombies and kill 'em all. There is some more ammo on corpses here. Next go and turn on the power at the console at the end of the area.

POWER PUZZLE TIME

You must open some electric doors using a console. This puzzle is a straightforward one but if you need it the code is red, red, red, blue. However, zombies will swamp you, but you can increase the power output and fry the buggers (the best choice). Now go back to the transformer room and set the voltage to 25 by using the sequence red, red, blue, blue. The system is reasonably easy to work out. The red switches advance the voltage by increments of 15 – you will notice the 1x, 2x, 3x, 4x multiples that tell you how much 15 is multiplied by. The blue switches have the opposite effect and reduce the voltage by multiples of





10. Now grab the fuse you see on the shelf in the second control room (after you have solved the second voltage puzzle).

Time to head back to the fire hose you saw earlier near the construction area. Grab it (and try not to get killed along the way, please). Put out the flames in the corridor nearby, thereby opening up a new passage.

In the construction area you'll see a handle, and after you dispatch a Drain Demio you can easily get it. You'll then come across Nicholai again. Grab the fax (which explains how the zombie virus can be cured) in the office, and there is also a first aid spray if you need it. Nearby there is a computer, which you will need to use (with a password - in this case it was Safsprin). This can be found by watching a video with a remote control.

Once you enter the storeroom there is some gunpowder and an important oil additive. Get the hell out of there, avoiding Nemesis, and a whole lot of zombies! Head back to the junction near the inside of the City Hall gate, and make your way to the garage. You will actually not get as far as you'd like as the floor collapses! This prompts you to make another quick decision. You can either climb up out of the hole, or jump off and land below. Falling only leads to unnecessary combat, so

climb up and head to the garage office (been here before?). Now is probably a good time to save and move some of your items in and out of your inventory too.

Grab the fuse and the power cable and use them in the fuse box in the train. Look for the service station, and use the crank you picked up a while ago to open the door; you will also need to use the spanner as the damn crank breaks. Once inside clear the area of useful objects and open the electronic lock behind the counter. This is another puzzle, and you must turn the red letter green. This can be done by randomly hitting buttons and isn't too hard. Now you get access to the machine oil, which you can combine with the oil additive. Get ready to run, as a spark ignites the place and it blows up big time.

WORM FOOD!

Sprint to the trolley as quickly as you can. Nemesis will try to stop you by charging head-on at you. You might cop a bit of a whacking here if you aren't careful. Unfortunately, again the ground collapses below you, and you must activate a switch that lowers a ladder. Be quick, as a GraveDigger worm is heading straight for



you! Don't fight the worm, just climb up the ladder and leave it to sook down below. You may have to lure it away from the ladder if it is following too closely.

Climb out of the depths just near the train, and it is time to fire it up. Carlos meets you here and gives you some rather helpful flammable ammunition.

Now fire up the train and get ready to escape the horrors of Raccoon City.

Note: This is not the end of your journey (though, you are about halfway there). Next month there is more horror in store when we present part two of this walk-through.



any questions?

Getting your arse whipped in *Knockout Kings 2000* or need some new civvies in *Thrasher: Skate & Destroy*? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mail requests individually.



TOY STORY 2

Q: Hi Richie! I've got *Toy Story 2* and I'm stuck. How do I get the token?

Emma-Jayne, Vic

A: Buzz's mission is to travel across town, hoping to gain enough Pizza Planet tokens to gain entrance to its hallowed fast food portals. One of these tricky little items is hidden somewhere in the Back Alley area of Andy's neighbourhood. Once our plastic pal has collected the first two soldiers he must bypass RC, as he will need to find the rocket boots hidden on a later level to win the race against him. Instead, climb up on the tyre swing, then use this to reach the rope. Now pull yourself up and leap on to the patches of leaves around the trunk, gradually ascending until you reach the third of the plastic combatants. The seesaw presents the next object to bypass so start by heading down to the far end to tilt it the correct way. Quickly run to the top and leap onto the pole before the plank starts to swing downwards. From here, vault on to the branch and hold down Forward the entire time to try and gain the extra distance. Now Buzz

should be able to complete this section. To infinity and the top of the tree!

KNOCKOUT KINGS 2000

Q: Richie, I desperately need some help! Every time I play *Knockout Kings 2000* I get the absolute tripe belted out of me. Whether I'm playing against the computer, my dad or my cousins, I get walloped! How can I roll with the punches and swing 'em like a champ?

Alan Cale, WA

A: So, your fighter's figure is more akin to the slobbish Jake La Motta of the closing stages of *Raging Bull*, rather than the trim figure from the opening? Is a career in panto looking more likely than a successful attempt at the world title? Don't worry, if anyone can whip you into shape PSM can,

and we have a better plan than just skipping. Try taking our advice and remember to take out your gum shield before those post fight interviews. When a fight is starting to get away from you and your energy's disappearing at an alarming rate, go into a clinch with your opponent. Hopefully it will enable you to get in a few hits and give you a moment to catch your breath and regain some energy. It also presents the ideal opportunity to punch below the belt. You're able to get away with two illegal moves per bout and nothing saps strength like a kidney punch or a headbutt.

DIE HARD TRILOGY

Q: I know *Die Hard Trilogy 2* is out soon, but I still can't get enough of the original. I know there are heaps of cheats (I already have some), but could you please provide some more?

George Laurence, Qld

A: Your wish is our command! Pause the game, hold R2 and key in these combinations to make life extremely interesting.

Die Hard

God mode: ←, ↑, ↓, ■
50 grenades and 5 bullets: →, ■, ↓, ●
Fat mode: →, ■, ■, ↓
Villains float upwards when shot: ↓, ■, ▲, ↓
Plants scream when shot: ●, ●, ■, →
Skeleton mode: 10 x ▲, 4 x →



John McClane killing with a vengeance in *Die Hard Trilogy*.

Silly mode: ↓, ●, ●, ↓, ▲, ↓
Unlimited shotgun ammo: →, ↑, ↓, ↓, ■, →

Die Harder

Skeleton mode: ↓, ■, ▲, ↓
Lots of ammo: →, ■, ←, ●, ▲, ↓
Fat mode: ←, ▲, →, ↓

Die Hard: With A Vengeance

Car floats in air: →, ■, ←, ▲, ✕, ■, ↓
Slow motion: ←, ↑, ←, ■, ↓
Sky cam mode: ●, →, ↓, ■, ▲, ←
Very slow motion: ●, ↓, ↓, ■, →
Fuzzy dice in car: →, ●, ←, ←, ■, ↓
Infinite lives: ←, ●, ↑, ↓, ■, →

THRASHER: SKATE & DESTROY

Q: Hey y'all H-Dogs out there... I wanna be knowing how to get more threads for me main fly-dudes in *Thrasher*. Rich my man, any tips?

The Scabulator, address not supplied

A: Err, okay. Anyone else out there bored of that dull deck design? Not managed to get yourself sponsored by Alien Workshop or Santa Cruz yet? Try entering any of the following on the name screen for a radical new board design:

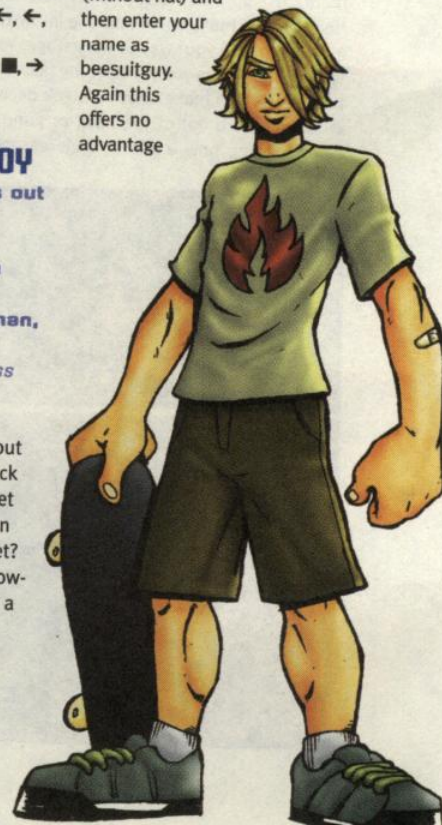
toddland
marduk

vinced
peelima

somber
thrillho
bytor
cj
misterdna
brimstone
embryo
houser
zaxis
white

porkboy
feritof
torkos
cecil
zonk
egg
fetus
rockstar
secretbaby
zontar

Or, if you're fed up with your character's entire outfit and feel like tearing up the streets in something a little less conventional, give this one a try. Choose the character Roach (without hat) and then enter your name as beesuitguy. Again this offers no advantage



TONY HAWK'S SKATEBOARDING

Most regular call this month? "Got any more cheats for *Tony Hawk's Skateboarding*?" A cracking game indeed, quite literally when you check out some of the spectacular falls we've been making in the office. Compound fractures and spitting teeth

a-go-go. Sadly, the "open all levels" cheat everyone's after isn't in the game proper, but here are a few codes that might help you out.

Fancy full stats on your boarder? Hold down **U** and press **X**, **■**, **■**, **▲**, **↑**, **↓**.

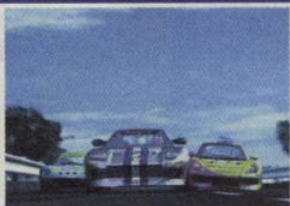
Flick the special moves mode on again by holding down **U** and punching in **X**, **▲**, **○**, **↑**, **↓**, **→**.

If you like a laugh, try out Big Head mode, although the laff value is wearing a little thin these days. Hold **U** and

push **■**, **○**, **↑**, **→**, **→**.
Rip it up...



Race against the feathered adversary in *Ridge Racer Type 4*.



whatsoever other than that your action replays will now look ridiculous.

RIDGE RACER TYPE 4

Q: My friend's brother said that you can race against a bird in *Ridge Racer Type 4* but he has never seen it. We have never seen it either, so is it true?
Justin Mansell, Qld

A: Believe it or not, it is! To test your racing skills against the feathered adversary, when you reach the seventh track of the Grand Prix mode called Heaven and Hell, press the following combination of buttons during the countdown voice-over:

←, →, →, →. When you begin your race you will see an eagle fly above your head. The eagle follows the track from start to finish, and you can follow it if you can keep up. The eagle is very difficult to chase as it has a lap time between 1min:12sec and 1min:13sec. Unfortunately the eagle will not appear on the replay.

FINAL FANTASY VIII

Q: Can you please help me get past Tiamat in *Final Fantasy VIII*? This is my biggest problem in my best game and I'm starting to go a bit la la, if you know what I mean...
Mrs McCann, NSW

A: Just before the final confrontation with Ultimecia there is one more battle to test your party. Concealed in the clock tower is the

winged demon, Tiamat. The great weakness of this boss is his limited number of attacks. The Dark Flare may do 4000 Hit Points worth of damage, but it is Tiamat's only true attack and it takes ages to prepare. So to defeat him, speed must be of the essence. Once the conflict is joined, cast Shell to minimise his weapon's power and use Haste to speed up those characters that don't already have the ability to Auto-Haste. Summoning the Guardian Force Doomtrain will start to weaken his strong defences, which then can be further eroded through use of the MeltDown-Aura-Renzokuken combination, but make sure that you avoid using fire, thunder or wind attacks. Before Tiamat departs take the opportunity to draw Flare and Eden from the monster as you will need these when you come face to face with Ultimecia in just a few moments time.

Conquer Tiamat once and for all in *Final Fantasy VIII*.

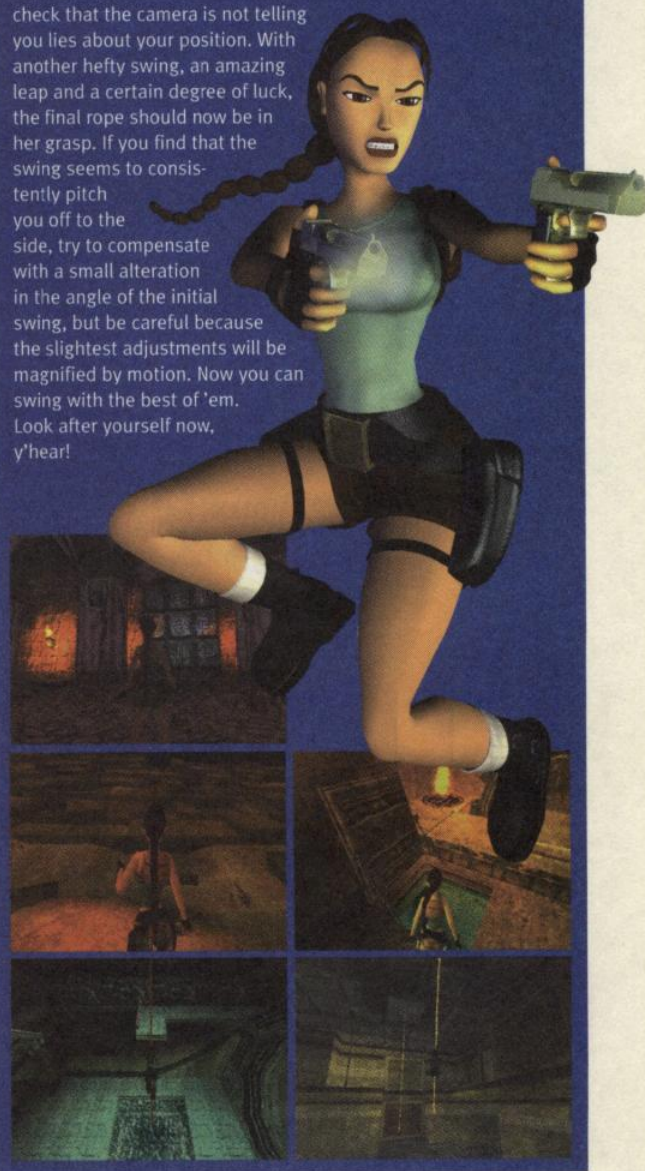


TOMB RAIDER: THE LAST REVELATION

Q: Any chance of a quickie? I just want to know how I can get Lara to swing properly. All the levels with ropes and vines are pretty testy you know!

Babycakes, via e-mail

A: A quickie for you Babycakes? Any time... When the swing is singular, the task is simple enough. Jump for the vine as normal, holding down Action to clutch the rope. Descend to the bottom of the rope by pressing **↓** – as long as you hold down **X** she will maintain her grip on the vine. Hold down **R2** (the Sprint button) in conjunction with **↑** and **↓** to build up momentum on the rope. Once the swing is at its maximum, stab Jump to launch Lara safely on to the distant platform. But when the ropes are multiple the challenge increases ten-fold. The problem comes with lining up your leap from the first line to the last. Firstly ensure that any lateral motion has declined while waiting for the swing to stop. Start to turn towards the next rope but use the Look function to check that the camera is not telling you lies about your position. With another hefty swing, an amazing leap and a certain degree of luck, the final rope should now be in her grasp. If you find that the swing seems to consistently pitch you off to the side, try to compensate with a small alteration in the angle of the initial swing, but be careful because the slightest adjustments will be magnified by motion. Now you can swing with the best of 'em. Look after yourself now, y'hear!



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it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

Escape Goat is a comical and satirical look at a life of crime. It was sent in by Wayne Bell (Vic) who has picked up a copy of *Driver* from GT Interactive.



THE AIM OF THE GAME

You play as a goat named, err, *Escape Goat*. You have been locked up for a bank robbery that you didn't commit after being framed by your archenemy, Dirty Rat. You must escape, prove your innocence and put Dirty Rat behind bars.

HOW TO PLAY

Each aspect in *Escape Goat* requires different gameplay, including breaking out from jail, brandishing tools and weapons, driving a 'borrowed' car during a getaway, finding food and a disguise, and busting into Dirty Rat's hideout!

THE PSM VERDICT

Escape Goat contains all the variety and humour needed for an entertaining game. You'll be dead keen to get back at your foe Dirty Rat while still being able to have a good giggle at everything else going on. Looks like it'd be great fun.

9



Natalie Frey (SA) sent in her excellent game concept called *Subway Snatch*.

Ronald McDonald is on a quest to gain world domination and is hell-bent on destroying every single Subway outlet in the world. For the sake of the world, you must stop Ronald.

This game would be a third-person shooter that would also require the use of stealth and strategy. In one particular level you have to sneak into a McDonald's store without being spotted, plant a bomb and get the hell outta there!

A nice little 'dig' at the McDonald's corporate empire and it couldn't have been done in a funnier way. If you got past the legal mumbo-jumbo and avoided any massive 'rights' payouts, then you'd be home and hosed.

8



The Matrix was sent in by David Langmaid of Victoria. So what is the Matrix, you ask? Read on...

This, of course, would be a game based on the movie. So playing as Neo, your job is to destroy the Matrix itself and make people see the world that they are living in as it really is. Ooh, deep stuff!

David doesn't state what kind of game this would be, but simply tells us that you learn martial arts and the rules of the Matrix. The movie's plot makes sure that one thing is for certain – this game would be about survival.

If you saw last month's PSM news, you would have read that *The Matrix* may very well become a videogame. So David isn't far off the mark for a successful game but with little detail, it's hard to judge what David intended for his version.

7



Mick Doohan Motorcycle Rider is Patrick Costigan's (NSW) speedy idea.

The aim of the game is to become the world 500cc-motorcycle champion. You'll be competing in an entire season to do this, or you can have a two-player match-up against one of your mates.

As you finish races and break lap records you'll unlock further riders and international tracks. Many other 500cc stars would appear but Mick, one of Australia's best-ever champions, is the feature rider.

We are still awaiting a top-notch motorcycle sim and Patrick's game could very well have the right formula. A game engine that incorporates real physics and speed is a winning formula.

7



Babe is another movie-to-game conversion that has been sent in by Alex Wood from NSW.

The aim here is to get through 12 levels without being shot by Farmer Hoggett, eaten by wild dogs, clawed by the cat or cooked for Christmas. Sounds testing!

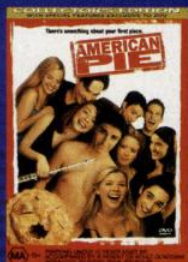
All of the levels are based around the Hoggett farm where you'll need to search the area for tokens. The tokens will allow you to proceed to the final level, where you'll be competing in the sheep dog trial!

Unfortunately *Babe* doesn't exactly lend itself to being a very entertaining game. Pigs by nature can't really do a great deal. Will *Babe* be able to jump? And can *Babe* talk like he can in the movie? Nice cover, but probably a little monotonous.

4



DVD Reviews



American Pie

It's too bad that *American Pie* ends up leaving you with a strange taste in your mouth. For the most part, it's a hilarious jaunt surrounding the lives of some teenage go-getters. It's filled with classic scenes, brilliant one-liners and a (largely) unknown cast who are all no doubt filed away under the 'next big thing'. To say the least, losing one's virginity is a tad awkward but *American Pie* attempts to add some spice and give it plenty of comic appeal. Where it does fall short though, is the barf-inducing concluding stages where it gets tainted by dialogue that's more at home in shonky coming-of-age flicks. *American Pie* was a success at the box office and it could have become a true classic, but unfortunately the sickening banter between some of the 'all-star American' characters lets it down. **RY**

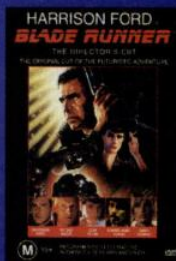
Price: \$34.95 | Rating: MA15+ | Release date: Out now | Extras: Production notes, outtakes, trailer, behind-the-scenes. | Verdict: A fun movie that may really hit close to home! | 7/10



Carrie

Back in 1976, Stephen King's character Carrie was introduced to the world in this horror classic. Carrie was a fictional character with a real-life phenomenon known as telekinesis. Those with telekinesis are able to move objects with their minds, and during particularly emotional times, all hell can break loose! At a young age, Sissy Spacek did an amazing job of portraying Carrie, as well as freaking out hoards of moviegoers at the time. By today's style of horror movies though, *Carrie* is not particularly scary but the scenes between Carrie and her god-fearing mother can still be ranked amongst the most chilling in any movie. Featuring a slim John Travolta in his physical prime, older punters will appreciate this horror more than anyone else. **RY**

Price: \$34.95 | Rating: R18+ | Release date: Out now | Extras: Original trailer and collectable trivia booklet. | Verdict: Pretty freaky - right up til the credits roll. | 6/10



Blade Runner: The Director's Cut

Ridley Scott's vision of 21st century Los Angeles as it was meant to be seen. *The Director's Cut* omits Harrison Ford's bolted-on voice-over but now includes several scenes that were cut from the original. Deckard's task is still to find and kill a handful of escaped replicants - the army androids that are almost impossible to distinguish from humans. This version is closer to Philip K. Dick's novel *Do Androids Dream Of Electric Sheep?* in that it begs the question as to whether or not Deckard is in fact a replicant. Your guess is as good as ours. The special effects haven't dated at all and *Blade Runner* is still one of the most stylish science-fiction movies ever made. Go see. **JC**

Price: \$34.95 | Rating: M | Release date: Out now | Extras: Inexplicably none. | Verdict: One of the best sci-fi films ever made and looking fine on DVD. | 9/10



Rush Hour

The cover blurb boasts "The fastest hands in the East versus the biggest mouth in the West" and for once, this isn't far from the truth. Jackie Chan (Detective Inspector Lee) exhibits his storytelling and choreography genius in this latest offering and his style and comic fight sequences have finally been captured in a top-notch manner. The special footage of him coordinating a fight scene is something to watch out for. Chris Tucker (Detective James Carter) is teamed with Jackie as his cocky, paradoxical cop partner, and it seems that he has taken a leaf out of Eddie Murphy's school of comedy as his mouth yaps on at a million miles an hour. He does so though, to great comic effect. Hilarious. **RY**

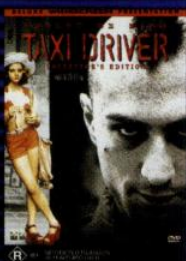
Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Deleted scenes, featurette, short film, interviews and commentary. | Verdict: Top stuff from two of today's biggest stars. | 8/10



Judge Dredd

Judge Dredd is set in a future where lawyers are non-existent. The law is upheld by heavily armed lawmen who are judge, jury and executioner. Judge Dredd (Sylvester Stallone) is the most feared of these, with an untarnished reputation. That is until his disgruntled brother Ricco (Armand Assante) frames him for murder and Dredd is sentenced to life in prison. The film's special effects are incredible: there's little doubt most of the \$90 million budget was spent on the endless destruction of set after set. But hey, isn't that what everyone pays to see these days anyway? **MW**

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Scene menu, trailer, biographies, audio options. | Verdict: Another cloned '90s futuristic action flick. Get it for the special effects. | 6/10



Taxi Driver

Taxi Driver is arguably the best Scorsese/De Niro collaboration of them all. The film tells of a taxi driver's descent into madness. Played by De Niro, he takes it upon himself to clean the city of the scum and the filth that he sees around him. What follows is some of the most brutal cinema ever made. There are brilliant performances from De Niro and a young Jodie Foster as a 13-year-old prostitute, but the real star of the movie is Bernard Herrmann's haunting jazz soundtrack, which elegantly illustrates the seedy, cancer-ridden New York of the film. A darkly beautiful piece, *Taxi Driver* is a work of rare poetry. **NJ**

Price: \$34.95 | Rating: R18+ | Release date: Out now | Extras: Documentary, photos, original screenplay, storyboard, trailer, filmographies. | Verdict: Talkin' to me? | 10/10

Net Sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

OFFICIAL MUPPETS WEB SITE

www.muppets.com

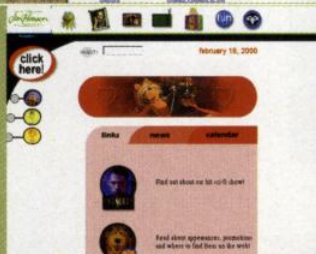
With the release of *Muppet RaceMania*, we decided to take a trip down memory lane and visit the Muppets. While they still command plenty of attention, the Muppets were huge in the 1980s. They took puppetry to an entirely new level and their Web site is equally impressive.



JIM HENSON

www.henson.com

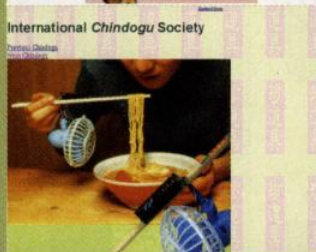
The very genius who brought the Muppets to the world has his own Web site. Jim Henson is also responsible for other excellent projects like *Farscape* and some cool fantasy blockbusters. Great fun to explore.



USELESS JAPANESE INVENTIONS

<http://info.pitt.edu/~ctn3/chindogu.html>

The Japanese word 'chindogu' literally translates into English as 'weird tool'. This site is dedicated to all useless inventions that have spawned from our regional neighbours. Luckily, the Japanese were also the smarties that invented cool stuff like the PlayStation. So, head over here to see some of the failures on the way.



FINAL FANTASY BONANZA

www.ffonline.com

This site is a must-see for any *Final Fantasy* fans out there (and we know that there are thousands of you! - Ed). The best RPG ever released is still growing in popularity and this site provides all the information you'll ever need on this amazing series.



AMERICAN MUSCLE CARS

www.geocities.com/MotorCity/Speedway/8066/

The original *Driver* from Reflections introduced many of us to the world of American muscle cars. The cars handled realistically and had many gamers firmly addicted. *Driver 2* is set to bring more of the same funkiness. This site has all the low-down and links for some real life America muscle-machines.



COP THAT!

www.policehumor.com

Outrunning the cops in racing games has been a fairly recent and entertaining addition to the gaming world. This site has real-life stories and photos from police departments from all around the world. With heaps of links, this site is an excellent starting point for this type of humour.



WRESTLE MANIA

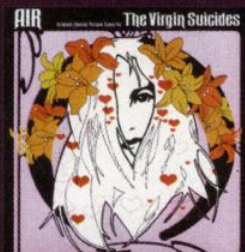
www.wrestling-games.com

Fans of wrestling games should pop over to this site for the chance to meet other gamers with a beefcake fetish and for all the information you could ever want on wrestling games. An interesting one if you're into that kind of thing.



CD Reviews

AIR The Virgin Suicides [Source/Virgin]



Verdict: Tres bleak. | 8/10

Moon Safari part deux, this is not. Nowhere near in fact. Rather, it's a soundtrack to Sofia Coppola's (daughter of Francis Ford...) new film, *The Virgin Suicides*. This time, the French duo favour subdued orchestration of the ecclesiastical variety. From the opening track *Playground Love* and its heart-wrenching lyrics, to the final utter, utter trauma of *Suicide Underground* with its distorted narration, the record can't fail to disturb. While it may suggest Pink Floyd on occasion, it benefits from the DJ Shadow touch of repeating leitmotifs across the tracks, which bigs up the haunting vibe and defines the soundtrack. Definitely not dinner party music. **DM**

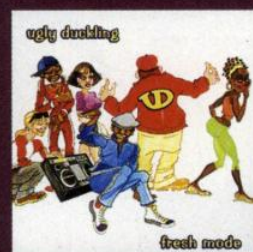
Oasis Standing on the Shoulder of Giants [Big Brother]



Verdict: Pass the Panadol. | 5/10

The Manc Lads rawk out once again. Clattering drums, film samples, twanging Duane Eddy guitar, thunderous Stevie Winwood-style keyboards. Great. That's exactly what you'd want from a new Oasis album. Derivative, yes. But also passionate and interesting. The first few tracks, including *Go Let It Out*, are all that, but from there it all slides away (ahem). The Beatles influence has gone from being a nod of the head, to an all out head-butt. Liam has a crack at penning the ditty, *Little James*, for Patsy's nipper. and Noel's idiot savant lyrics return to form ("I can see a liar/Sitting by the fire"). Uninspired, lazy, dull. **DM**

Ugly Duckling Fresh Mode [Bed Magic]



Verdict: Seventies funk flave! | 7/10

Off their own bat, hip-hoppers Ugly Duckling are far more 'straight up' than any posers who parade under other facades. *Fresh Mode* is their take on hip-hop as it should be. It's a step back (to hip-hop's original roots) and a step forward at the same time. *Fresh Mode* is more about Ugly Duckling rappers Andycat, Dizzy and Young Einstein getting funky and using melody than pumping out more militant-style hip-hop that dominated most of the '90s. There are heaps of wicked bass beats and rhymes pulled straight from left field to have you relaxed and kicking back. Great for the most part, but slightly repetitive at the end of the day. **RY**

Clubber's Guide To...2000 [Mixed by Judge Jules] [Ministry of Sound]



Verdict: Please, enough of this dodginess. | 1/10

Ministry Of Sound has just recently set up an office in Australia. No doubt it will be looking at signing up some local talent... Well if this DJ mix CD is any indication, it could do with someone who has a bit of talent. I'll try to be positive here, though. Track one, *Junior Jack*, is not a bad track with an Armand Van Holden flavour, but things go downhill from there. One track is even structured with samples of a mobile phone! It's not a compilation about music. It's a compilation about ego. With so many compilation CDs out there, it wouldn't be difficult to find better. Regardless, it's sure to be played in booming mobile systems down Oxford Street. **KF**

Take Up The Challenge

Consider yourself an accomplished player? In this new section, *PSM* puts your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.



Rollcage Stage II

Pop in this month's demo disc and partake in some truly manic racing. Strap yourself into the Subsonic machine, head to the Outworld level and choose full force mode. If you're getting lap times under 00:12:00 then you can consider yourself a gaming champ.



Demolition Racer

Choose demolition mode, drive the Renegade and race at the Pitbull Speedway. Try and win the race and score over 18,250 points in the process.



Le Mans 24 Hours

Race with the Augusta Racing Team in the Mulsenne car and get a lap time (either the first or second lap) of 1:05:00 or better.



Wu-Tang: Taste The Pain

Using only three continues for each member, try and get all 36 chambers for each.



Resident Evil

Finish the first *Resident Evil* in under 1 hour and 15 minutes.



Gran Turismo 2

Spin the Arcade disc into your console. Now choose single player, rally, rally car, the Mitsubishi Lancer Evolution and the Tahiti Road track. If you can beat 1:15.978, you're a budding Colin McRae or Cody Crocker.



HIGH SCORE TABLE *PSM* Master Skater High Score Honour List

Using Andy Reynolds during a single run on the warehouse level, the following gamers scored:

1. Gavin Efford	QLD	610,539
2. Ben Stewart	NSW	339,971
3. Simon Baker	NSW	328,621
4. Kris Rule	QLD	320,493
5. Tim Williams	NSW	319,392
6. Kevin Garcia	NSW	295,886
7. Matthew Oakes	NSW	290,094
8. Michael Butler	NSW	263,774
9. Sean Gazzard	NSW	262,765
10. Alex Amenta	VIC	260,235
11. James Crossley	NZ	256,315
12. Antony Pryde	VIC	252,177
13. Brad Thomas	NSW	251,594
14. Keryn Hamilton	QLD	230,004
15. Matthew Beardsmore	SA	221,771



Gavin picks himself up a copy of *Thrasher: Skate & Destroy* as he requested. Well done!

For other top scores for *Tony Hawk's Skateboarding* from around the world, check out Neversoft's authorised Web site at www.godflesh.com/thps/

Thrasher: Skate & Destroy

Get a score greater than 55,000 on the HomeTown level (level 11). Gun skaters should be able to reach this score quite easily.



Challenge of the Month | Crash Team Racing

Head out to the track in adventure mode and play a Relic Race at Crash Cove. If you achieve a time under 0:54:00, then you may possibly be half bandicoot! You should also send in your time and relevant evidence and you could make it to the coveted *PSM* high score table. Good luck!



Please supply clear evidence. Any late entries or times scored with the assistance of cheat codes cannot be accepted.

Send us proof of your killer time by photographing the screen or sending us a videotape. If your score is the highest received by the end of the month, you'll be immortalised as a gaming guru in the pages of June *PSM* and sent the game of your choice from this month's reviewed titles.

Tips for taking photographs: Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a stereo channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to Take Up The Challenge, Official PlayStation Magazine, PO Box 4088, Sydney NSW 1028. Entries close April 30 and the winner will be published in the June issue of *PSM*. We cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage.

Name: _____
 Age: _____
 Address: _____
 State: _____ Postcode: _____
 Phone: _____
 Time: _____
 Choice of Prize: _____
 Evidence: _____

TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lives... Here, in its entirety, is the *PSM* Top 40 - thanks to Kmart and GfK.



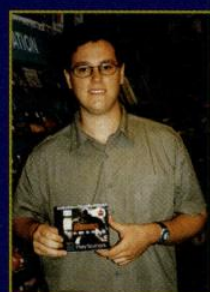
This month sees *Crash Team Racing* topping the charts, proving that the Naughty Dog team are no amateurs when it comes to racing games. The original *Gran Turismo* is still a popular choice amongst punters - almost two years after it was first released!



Pos	Name	Developer	Distributor
1	Crash Team Racing Combo Pack	Naughty Dog	Sony
2	Gran Turismo Platinum	Polyphony	Sony
3	Tomorrow Never Dies	Black Ops	EA
4	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
5	Need For Speed IV: High Stakes	EA	EA
6	Tony Hawk's Skateboarding	Neversoft	Activision
7	Final Fantasy VIII	Square	Sony
8	Spyro 2: Gateway To Glimmer	Insomniac	Sony
9	Tekken III Platinum	Namco	Sony
10	Tomb Raider: The Last Revelation	Core	Ozisoft
11	Crash Bandicoot Platinum	Naughty Dog	Sony
12	Croc	Fox	EA
13	Tarzan	Disney Interactive	Sony
14	Crash Team Racing	Naughty Dog	Sony
15	Barbie Race And Ride Combo Pack	Runecraft	Sony
16	Pac-Man World	Namco	Sony
17	Driver	Reflections	GT
18	Formula One '99	Psygnosis	Sony
19	Shane Warne Cricket '99	Codemasters	Ozisoft
20	FIFA 2000	EA Sports	EA
21	MediEvil Platinum	Sony	Sony
22	Championship Motocross	Funcom	GT
23	Mickey's Wild Adventure Platinum	Disney	Sony
24	Toy Story 2	Traveller's Tales	Activision
25	Colin McRae Rally Platinum	Codemasters	Ozisoft
26	Final Fantasy VII Platinum	Square	Sony
27	Dino Crisis	Capcom	Ozisoft
28	Barbie Race And Ride	Runecraft	Sony
29	Croc 2	Fox	EA
30	Spyro 2: Gateway To Glimmer Bundle	Insomniac	Sony
31	Time Crisis Platinum	Namco	Sony
32	WCW Mayhem	EA	EA
33	Syphon Filter	989 Studios	Sony
34	Need For Speed: Hot Pursuit	EA	EA
35	Small Soldiers	Dreamworks	EA
36	Grand Theft Auto 2	DMA Design	JOAG
37	Speed Freaks	Funcom	Sony
38	Hercules Platinum	LucasArts	Sony
39	Ridge Racer Type 4	Namco	Sony
40	Die Hard Trilogy	Fox	EA

TALKING SHOP

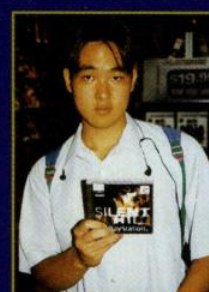
Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



Name: Kristian
Occupation: Student
Bought: *Resident Evil 3 Nemesis*

And why...

"I'm a big fan of the horror survival genre."



Name: Paul
Occupation: Student
Bought: *Silent Hill*

And why...

"I played it at my friend's house and it has great graphics."



Name: Tim
Occupation: Student
Bought: *Driver*

And why...

"I've hired it nearly 20 times, so I thought it was about time to shell out the money and buy it!"



Name: Luke
Occupation: Student
Bought: *NBA Live 2000*

And why...

"I love playing basketball games and this is the closest thing on the PlayStation..."

Official PlayStation Magazine
RECOMMENDED

Fear Effect



Fear Effect marks yet another twist in the life of our beloved PlayStation. Here is a genre-busting game that has all the twists and turns that you'd normally expect from a Hollywood feature film. Watch out for the fantastic camera angles and the 'letterbox' view that gives it a true cinematic style. **8**

ISS Pro Evolution



This soccer sim is fast becoming the premier game for residents of *PSM* Towers - and that's nothing to scoff at! *ISS Pro Evolution* represents soccer at its finest and at its most realistic. Short of being the best looking soccer sim, it definitely wins in the gameplay stakes. Superb. **10**

International Track & Field 2



There's not a great deal of athletics games out at the moment, but *PSM* reckons that *International Track & Field 2* is the finest available to date. Eidos' Olympics game may top it later this year, but until then we're happy with this fun button-basher. **8**

Cool Boarders 4



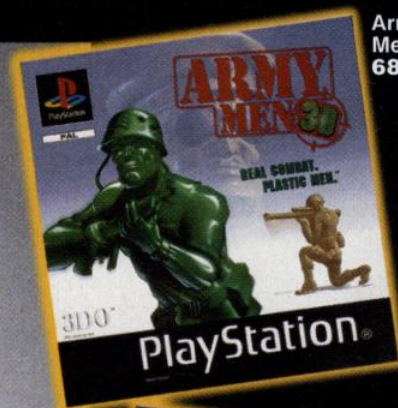
Snowboarding games are just getting better and better. Lovers of this extreme winter sport have been spoilt silly with the amount of games available to them. 989 Studios' *Cool Boarders 4* takes the cake as being the best snowboarding sim on store shelves, with new mountains and improved graphics. **8**

Australia's No.1 retailer for Sony PlayStation games

Kmart

Are you ready for

action?



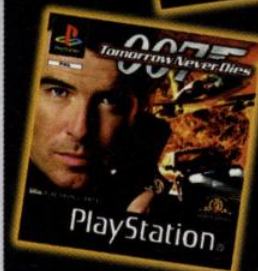
Army Men 3D
68.95



Army Men Air Attack
68.95



Medal of Honor
78.95



Tomorrow Never Dies
78.95



Tomb Raider - The Last Revelation
88.95



Final Fantasy VIII
88.95

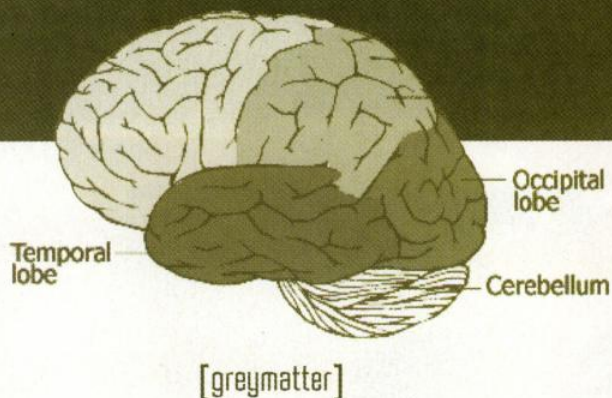


Dino Crisis
88.95

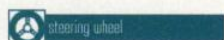


Quake II
88.95

KM7011















































































































































































































































































































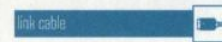
Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



Title	Style	Price	Icon	Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95		An excellent adventure incorporating great puzzles and massive levels.	8
A Bug's Life	3D platformer	\$39.95 NZ\$39.95		Slow-paced, colourful platformer that young kids will love.	6
Ace Combat 3: Electrosphere	Combat/flight sim	\$69.95 NZ\$79.95		A fantastic flight sim that mixes skill with military know-how.	8
AFL 99	Aussie Rules	\$89.95 NZ\$99.95		The quintessential Australian game now on PlayStation, and it's great fun.	7
Alundra	RPG	\$79.95 NZ\$89.95		Zelda for the PlayStation – compulsively addictive.	9
Ape Escape	3D platformer	\$69.95 NZ\$79.95		The monkeys will drive you bananas in this challenging platformer.	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95		Cute, fun, tennis action – multiplayer mode is a winner.	8
Beatmania	Disc-jockey sim	\$129.95 NZ\$TBA		One of the funkiest PlayStation games and hilarious with your mates.	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95		A fine, quick, responsive fighting machine to unleash the animal in you.	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95		If Saturday Night Fever were a game, then this would be it.	8
Bust-A-Move 4	Puzzle	\$89.95 NZ\$99.95		Simple yet infuriatingly addictive puzzle game.	9
Carmageddon	Killer driving game	\$89.95 NZ\$109.95		Offers a great two-player mode and a bootload of cars and tracks to run riot on.	7
Championship Motocross	Trail bike racing	\$89.95 NZ\$99.95		Fast and muddy mayhem with the crusty demons of dirt.	7
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95		If you want to learn or play chess, look no further than this.	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95		A compulsory purchase for all racing fans.	9
Colin McRae Rally 2.0	Rally sim	\$89.95 NZ\$119.95		Rallying reaches new heights of realism – fast, scary and varied.	9
Colony Wars: Red Sun	Space combat	\$49.95 NZ\$49.95		Challenging and compelling space combat.	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95		Military strategy on a very small scale.	8
Cool Boarders 4	Snowboarding sim	\$89.95 NZ\$99.95		The fourth (and best) instalment of the Cool Boarders series.	8
Crash	Platformer	\$39.95 NZ\$39.95		The best value-for-money platformer on the market.	9
Crash Bandicoot 2	Platformer	\$39.95 NZ\$39.95		Loads of variety and brilliant fun for fans of the bushy-browed marsupial.	9
Crash Bandicoot 3: Warped	Platformer	\$39.95 NZ\$39.95		Fantastic party game that stars the world's favourite bandicoot.	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95		The best cricket game on PlayStation but Warne is just as much fun.	8
Cricket 2000	Cricket sim	\$59.95 NZ\$69.95		Reptilian fun complete with gobbos, special challenges and even boat racing.	8
Croc 2	3D platformer	\$79.95 NZ\$99.95		Great value crash-and-smash racing.	8
Destruction Derby 2	Racing game	\$39.95 NZ\$39.95		Eccentric puzzler which intrigues and frustrates.	8
Devil Dice	Puzzler	\$59.95 NZ\$59.95			

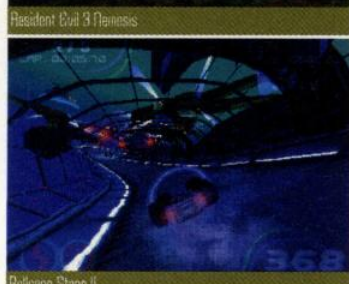
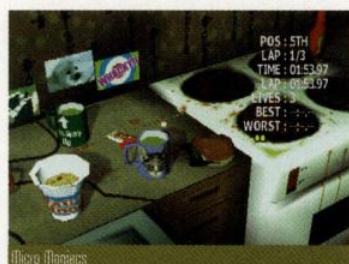


Title	Style	Price	Icons	Description	Score
Die Hard Trilogy	Arcade	\$39.95	         	Three good games for the price of one.	8
	adventure	NZ\$39.95			
Dino Crisis	Action	\$69.95	         	Nasty Jurassic adventure for your PlayStation – suitably gory.	9
	adventure	NZ\$99.95			
Discworld Noir	Point 'n' click	\$79.95	         	The most atmospheric and visually stunning adventure of its type.	8
	adventure	NZ\$99.95			
Doom	First-person	\$29.95	         	The classic spooky first-person shoot 'em up.	8
	shoot 'em up	NZ\$99.95			
Driver	Car chaser	\$89.95	         	A new concept in driving games, gorgeous to look at, satisfying to play.	9
		NZ\$99.95			
Duke Nukem: Time To Kill	Shoot 'em up	\$69.95	         	Humorous but violent 3D blaster.	8
Eagle One: Harrier Attack	Flight sim	\$89.95	         	A top-notch flight sim with massive areas.	8
Everybody's Golf	Arcade golf	\$69.95	         	One of the best sports games you can buy.	8
		NZ\$69.95			
Fear Effect	Action	\$89.95	         	This is a genre-busting, puzzle filled adventure that has cinematic presentation.	8
	adventure	NZ\$99.95			
FIFA 99	Soccer sim	\$79.95	         	Stunning visuals and lots of fun to play.	8
		NZ\$99.95			
Final Fantasy VIII	Role-playing game	\$89.95	         	A role-playing masterpiece and one of the most mesmerising games ever.	10
		NZ\$99.95			
Final Fantasy VII	Role-playing game	\$39.95	         	An epic role-playing adventure that everyone can enjoy.	10
		NZ\$39.95			
Formula 1 '99	Motor racing sim	\$79.95	         	This is a comprehensive F1 game with superb handling and visuals.	8
		NZ\$99.95			
Gex: Deep Cover Gecko	Platformer	\$89.95	         	Platforming fun with the wise-cracking lizard.	7
		NZ\$119.95			
G-Police: Weapons Of Justice	Flight sim/shooter	\$69.95	         	Great dogfighting and flying gameplay – an excellent sequel.	8
		NZ\$69.95			
Gran Turismo	Sports car racing	\$39.95	         	The second-best racing game ever made.	10
		NZ\$39.95			
Gran Turismo 2	Sports car racing	\$79.95	         	The very best just got better. More cars, tracks and rally racing.	10
		NZ\$89.95			
Grand Theft Auto 2	Criminal action	\$89.95	         	Controversial and addictive, GTA2 will have you in a virtual underworld of crime.	9
	adventure	NZ\$119.95			
Grandia	RPG	\$79.95	         	One of the best RPG's available, with a massive scale and involving story.	8
		NZ\$109.95			
International Track & Field 2	Athletics sim	\$79.95	         	This title has a few new events, with noticeably better graphics.	7
		NZ\$99.95			
ISS Pro Evolution	Soccer sim	\$79.95	         	The Konami team have outdone themselves once more with the best soccer game ever.	10
		NZ\$109.95			
Jonah Lomu Rugby	Rugby sim	\$89.95	         	The best (and only) rugby sim out there.	8
		NZ\$109.95			
Kensei: Sacred Fist	Beat 'em up	\$89.95	         	Not flash looking, but really packs a solid punch.	9
		NZ\$99.95			
KKND: Krossfire	Strategic warfare	\$89.95	         	Fantastic Australian-made warfare strategy game.	9
		NZ\$99.95			
Knockout Kings 2000	Boxing sim	\$79.95	         	Legendary champions and great looks make this the best boxing sim out there.	8
		NZ\$99.95			
Kurushi Final	Puzzler	\$69.95	         	An enthralling mental workout for PlayStation owners.	7
		NZ\$69.95			
Le Mans 24 Hours	Touring car racing	\$79.95	         	No challenger to the Gran Turismo games, but a strong racer in its own right.	7
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95	         	Tomb Raider with vampires. Superb.	9
		NZ\$109.95			
LMA Manager	Soccer management	\$89.95	         	The best soccer management title yet.	9
		NZ\$89.95			
MDK	Third-person blaster	\$89.95	         	An intelligent and groundbreaking blaster.	8
		NZ\$99.95			
MediEvil	Arcade adventure	\$39.95			





[greymatter]



Title	Style	Price	Icons	Description	Score
Metal Gear Solid: Special Missions	MGS training missions	\$49.95 NZ\$69.95		Metal Gear devotees will love it, but it doesn't have the magic of the real game.	7
Micro	Dinky racer	\$49.95 NZ\$59.95		Cute and addictive mini racing action.	9
Machines V3	Wacky racer	\$79.95 NZ\$119.95		There's no finer eight-player racing game on PlayStation.	9
Monkey Hero	RPG/arcade adventure	\$89.95 NZ\$99.95		Simple and satisfying adventure – a perfect introduction to RPGs for youngsters	8
Mortal Kombat 3	Beat 'em up	\$89.95 NZ\$39.95		A fun, old-style, gory beat 'em up. –	8
Motorhead	Racing	\$49.95 NZ\$69.95		Underrated futuristic arcade racing game.	9
MTV Sports: Snowboarding	Snowboarding sim	\$89.95 NZ\$119.95		A fine, more trick-orientated rival to the Cool Boarders games.	8
Music 2000	Music creation	\$79.95 NZ\$119.95		An improved interface with more options, this is better than its great predecessor.	9
NBA Live 2000	Basketball sim	\$89.95 NZ\$99.95		The newly crowned basketball king for the PlayStation.	9
Need For Speed: High Stakes	Racing	\$79.95 NZ\$99.95		Race the cops on open roads in high performance sports cars.	8
NFL Blitz 2000	American football sim	\$89.95 NZ\$99.95		Fantastic and addictive gameplay that will have you reaching for the Gatorade.	9
NHL 2000	Ice hockey sim	\$89.95 NZ\$99.95		Fast and furious, this is the supreme ice hockey simulation.	9
Oddworld: Abe's Exoddus	Platform adventure	\$69.95 NZ\$69.95		More engaging and quirky platform adventuring.	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95 NZ\$49.95		Full of bright ideas and originality.	9
Omega Boost	3D shooter	\$59.95 NZ\$69.95		One of the best 3D shooters on PlayStation.	8
Pac-Man World	Platformer	\$59.95 NZ\$69.95		Celebrate Pac-Man's 20th birthday with this silky-smooth platformer.	8
PaRappa The Rapper	Rap 'em up	\$59.95 NZ\$99.95		Before Jammer Lammy there was PaRappa. Hilarious fun if you can find it.	9
Pocket Fighter	Dinky beat 'em up	\$89.95 NZ\$99.95		Hard to find these days, but a worthy 2D fighting game – honest!	8
Point Blank	Shoot 'em up adventure	\$59.95 NZ\$99.95		Accurate gunplay that is addictive and entertaining.	8
Point Blank 2	Shoot 'em up adventure	\$59.95 NZ\$69.95		Highly addictive puzzle game with a gun – a great sequel with the Doctors.	7
Quake II	First-person shooter	\$89.95 NZ\$99.95		An extremely impressive conversion to the PlayStation. Don't miss this one!	10
RC Stunt Copter	Helicopter/flight sim	\$89.95 NZ\$99.95		Tricky and fun radio-controlled helicopter mayhem	8
Ready 2 Rumble Boxing	Arcade boxer	\$89.95 NZ\$119.95		An entertaining boxing game with more flair than any other!	7
Resident Evil 2	Scary adventure	\$49.95 NZ\$109.95		More horrific, zombie-filled, 3D adventuring.	10
Resident Evil 3 Nemesis	Scary adventure	\$89.95 NZ\$99.95		A brilliant and horrific adventure that will challenge the best gamers.	9
Re-Volt	Arcade racer	\$89.95 NZ\$99.95		Radio-controlled racing madness through urban-fantasy worlds.	7
Ridge Racer Type 4	Arcade racer	\$89.95 NZ\$89.95		The finest arcade racing game that your money can buy.	9
Rollcage Stage II	Futuristic racer	\$49.95 NZ\$99.95		Defy gravity once more in this excellent racer.	9
Rugrats Studio Tour	Kids platformer	\$89.95 NZ\$109.95		Variety and challenges make this a worthy kids game.	8
R-Type Delta	Shoot 'em up	\$89.95 NZ\$109.95		Retro blasting to make you weep with happiness.	7
Shadow Man	3D action adventure	\$89.95 NZ\$109.95		Big and challenging adventure worth a try.	7
Shane Warne Cricket '99	Cricket sim	\$49.95 NZ\$59.95		Joy as cricket comes to the PlayStation.	9



Title	Style	Price	Icons	Description	Score
<i>Silent Hill</i>	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc -- don't play this game alone.	8
<i>Sled Storm</i>	Snowmobile racer	\$89.95 NZ\$99.95		A very playable game that has great jumps, shortcuts and crazy tricks.	8
<i>Smurfs</i>	Platformer	\$79.95 NZ\$99.95		A game that has been designed with young children in mind.	7
<i>Soul Blade</i>	Beat 'em up	\$39.95 NZ\$99.95		This is hack and slash fighting for the PlayStation. Not for the uninitiated.	8
<i>Speed Freaks</i>	Kart racing	\$69.95 NZ\$79.95		Cheerful multiplayer racing game with colourful characters and tracks.	8
<i>Spyro The Dragon</i>	Platformer	\$39.95 NZ\$39.95		Control that charming little purple dragon called Spyro through a cutesy adventure.	8
<i>Spyro 2: Gateway To Glimmer</i>	3D adventure	\$69.95 NZ\$79.95		Cute 3D platformer with much charm and challenge.	9
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95 NZ\$109.95		Accurate and compelling simulation of an amazing movie.	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95 NZ\$119.95		The best of the <i>Street Fighter</i> bunch.	9
<i>Super Puzzle Fighter 2</i>	Puzzler	\$89.95 NZ\$119.95		Hilariously mad Japanese puzzle antics.	6
<i>Syphon Filter</i>	3D adventure	\$69.95 NZ\$79.95		Multiple objectives keeps this espionage game interesting.	8
<i>Syphon Filter 2</i>	3D action adventure	\$69.95 NZ\$89.95		Even better than its popular predecessor.	9
<i>Tarzan</i>	Platformer	\$79.95 NZ\$79.95		Solid kids platformer with great graphics, strong characters and good variety.	7
<i>Tekken III</i>	Beat 'em up	\$39.95 NZ\$39.95		The beat 'em up to beat all beat 'em ups.	10
<i>Tenchu</i>	Action adventure	\$49.95 NZ\$99.95		A hugely entertaining and challenging ninja game.	7
<i>Theme Park World</i>	Strategy	\$49.95 NZ\$59.95		Build and manage a park to rival Disneyland -- then enjoy the rides yourself. Top fun.	8
<i>Thrasher: Skate & Destroy</i>	Skateboard sim	\$89.95 NZ\$99.95		Not quite up to the lofty standard set by <i>Tony Hawk</i> , but a top game nonetheless.	8
<i>Time Crisis</i>	Shoot 'em up adventure	\$39.95 NZ\$99.95		The grooviest, bloodiest lightgun adventure.	9
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95 NZ\$79.95		Amazingly realistic and detailed racing car sim.	9
<i>Tomb Raider: The Last Revelation</i>	3D adventure	\$89.95 NZ\$119.95		Atmospheric, beautiful and well-crafted for unlimited exploration!	10
<i>Tony Hawk's Skateboarding</i>	Skateboarding sim	\$89.95 NZ\$99.95		Finally a skating game worthy to add to your collection.	9
<i>Um Jammer Lammy</i>	Musical party game	\$59.95 NZ\$69.95		The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes.	8
<i>Vandal Hearts II</i>	RPG	\$89.95 NZ\$99.95		A quality RPG that is challenging and encompasses many elements.	8
<i>V-Rally 2</i>	Rally racer adventure	\$89.95 NZ\$109.95		Unprecedented quality in a rally game -- isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95 NZ\$89.95		Funky car chases and blasting action.	9
<i>Warcraft 2</i>	Combat sim	\$89.95 NZ\$99.95		This is a highly addictive strategy warfare game.	8
<i>Warzone 2100</i>	Real-time strategy	\$89.95 NZ\$109.95		3D graphics and gameplay are unprecedented in this genre.	9
<i>Wild Arms</i>	RPG	\$59.95 NZ\$59.95		Slick and polished RPG for true fans.	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95 NZ\$89.95		A great looking racer with an excellent, pumping soundtrack.	10
<i>Worms Armageddon</i>	Turn-based shoot 'em up	\$89.95 NZ\$99.95		<i>Worms</i> is a hilarious party game that is still as entertaining as ever.	8
<i>Wu-Tang: Taste The Pain</i>	Beat 'em up	\$89.95 NZ\$99.95		The famous rappers star in this nasty beat 'em up. This one's violent and gory.	8
<i>WWF Attitude</i>	Wrestling	\$89.95 NZ\$99.95		Slap on some oil, throw on some fancy clobber and may the wrestling begin.	8



Spyro 2: Gateway To Glimmer



Star Wars Episode I: The Phantom Menace



Theme Park World



Vandal Hearts II





Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.

Publisher: **Sony**

Style: **Puturistic racer**

Program: **Playable demo**

ROLLCAGE STAGE II

This stomach-churning racer, inspired by the hugely successful *Wipeout* series, takes you into a gravity-defying world of automotive lunacy. On tracks reminiscent of Bill and Ted's time travelling experiences, you'll find yourself zooming through tubes at speeds that are simply out of this world. The first instalment was one of the most original racing games ever to appear on the console, and with improved AI and handling, *Stage II* is looking even better.

In the demo, you can choose between arcade mode, where you need to pick up plenty of power-ups en route, and scramble mode, where you have to make sure that you stop in the checker board end zone. Although this might sound straightforward enough, one careless slip of your finger could see you relegated to the back of the pack, or worse still, plunging to the bottom of the abyss. Remember that speed is good, but control is everything. Select one of the three available vehicles and race round a trio of freaky tracks. There's also a two-player combat mode where you can pit your wits against a mate and battle to the bitter end.

Controls

Start	Pause
X	Accelerate
■	Brake
▲	Reverse
●	Face forward
L2	Zoom in
R2	Zoom out
L1	Fire one
R1	Fire two
↑	Target car
↓	Rear-view mirror
←/→	Steer vehicle

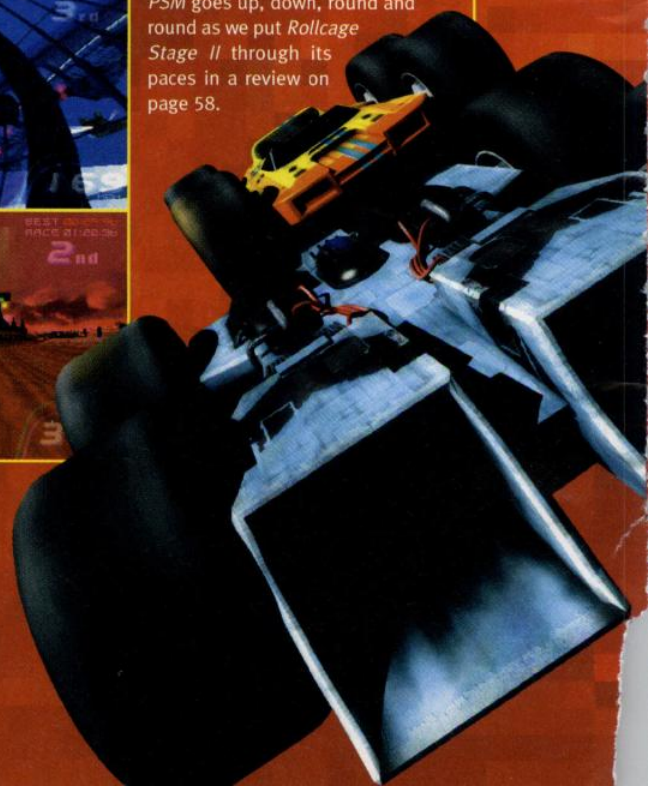
When in analog mode (LED Red), use the left stick to steer the vehicle.

Additional features

The finished game features 50 cars, 60 tracks to race them on, and 14 different game modes, including destruction, survivor, pursuit and the terrifying two-player combat mode, where opponents compete deathmatch-style until one of them plummets into the abyss.

Further information

PSM goes up, down, round and round as we put *Rollcage Stage II* through its paces in a review on page 58.





LE MANS 24 HOURS

Publisher: **Infogrames**
Style: **Racing sim**
Program: **Playable demo**

For over 75 years drivers, mechanics, cars and their followers have been flocking to northern France in search of motor sport's most coveted prize – the Le Mans 24 Hours. No other race pushes cars or drivers as far. Just completing this race is a feat in itself before you even think about winning it. Success depends on months of precision planning, and a carefully crafted race strategy. Infogrames' videogame version aspires to recreate all that is great about this momentous racing marathon.

Our demo enables you to play for a full 24 hours (well, providing you keep repeating it), driving a GT2 car with Team Augusta. There are a number of options available, so you can tweak your car to your own specifications. Depending on the weather you might want to change your tyres or adjust the steering. Or, if you're finding the race a bit of a drag, try fiddling with your fuel load or aerodynamics. During the race your car will sustain damage, so go easy on it.

Controls

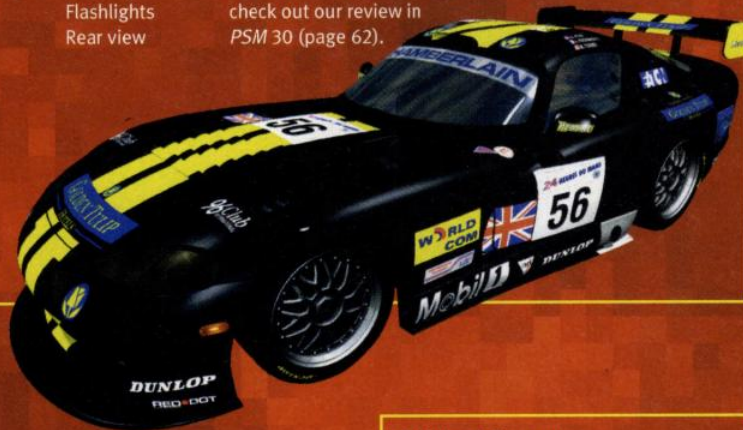
- ▲ Change view
- ✕ Accelerate
- Brake/reverse
- Start Pause/options
- R2 Rev limit up
- L2 Rev limit down
- ←/→ Steering
- ↑ Flashlights
- ↓ Rear view

Additional features

The full game gives you the option to race for a marathon 24 hours in real time.

Further information

For an instant replay of all *Le Mans'* key features check out our review in *PSM 30* (page 62).



Publisher: **Infogrames**
Style: **Racer**
Program: **Video**

DEMOLITION RACER

Destroy, damage and demolish everything in sight, including your own car. It's a dirty game but somebody's gotta play it. Features include the one-hit kill ominously named Death From Above, and the suicidal Deathmatch Bowl. Those of a nervous disposition, pregnant women or anyone who suffers from a heart condition should consult a doctor before watching this demo. And if that blows your gasket then watch out for the playable demo next issue.



COLONY WARS: RED SUN

Publisher: **Sony**
Style: **Space action/strategy**
Program: **Playable demo**

The PlayStation's answer to *Elite*, *Red Sun* is the third in the *Colony Wars* series. It casts you as a spaceship commander on a mission to thrive or die in a hard vacuum. At the beginning you're a mere minion caught up in an evil plot to destroy the Earth. But as time progresses and the plot thickens, your role becomes even more important.

In our demo you are given a choice of two missions – Defence and Escort Duty. Should you choose to defend you are required to help out Marjorie's Kitchen, which is under attack and in urgent need of assistance. You must destroy all enemy craft on sight. Should you choose to accept this mission your reward will be 10,000 CR and a bounty paid for your assistance. You are also invited to gamble your earnings in Marjorie's Casino. Should you take on the Escort Duty mission, you must assist in the defence of a surface convoy. Protect the cargo stompers and stay with the convoy, protecting them from both air and surface attack. Your reward will be 8000 CR plus a bounty.



Controls

- Select primary weapon
- ✕ Fire primary weapon
- ▲ Target toggle
- Select secondary weapon
- (Hold) Fire secondary weapon
- R1 Thrust
- L1 Reverse
- L1 (Double tap) Thrust afterburn
- R1 (Double tap) Reverse afterburn
- L2 Roll left
- R2 Roll right

L2+R2

- Rear view
- Quick flare launch

Additional features

Colony Wars: Red Sun comes under attack from a far friendlier *PSM* in a review on page 74.

Further information

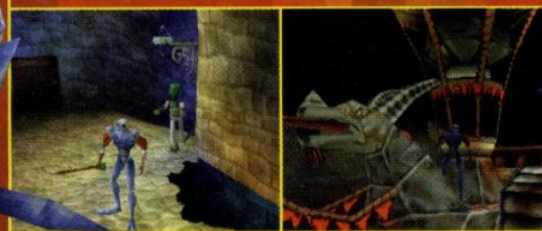
The full game features a massive 50 non-linear, multiple-objective missions, plus eight different ships complete with upgradeable weapons and on-board systems.



MEDIEVIL 2

Publisher: **Infogrames**
Style: **Racer**
Program: **Video**

Some psycho has unearthed a forbidden book of black magic that could spell the end of civilisation as we know it. Cue zombies, daemons and all manner of misspelt spooky escapades, in which you get to play the part of a corpse. But hopefully not a part of a corpse. Remember, the knee bone's connected to the thigh bone... Check out our playtest on page 66.





This is the complete guide to using your demo disc

SPACE DEBRIS

Publisher: **Sony**
Style: **Space shoot 'em up**
Program: **Playable demo**

This extraterrestrial shoot 'em up finds you in the shoes of ace crack pilot, James Bryant. Part of the United Earth Defence Squadron, he finds himself alone and stranded in space after an armada of enemy ships enter the Earth's solar system. The rest of his squadron have been forced to retreat, and as the enemy continues to advance, Bryant has no choice but to engage in what appears to be an impossible battle against them. Only he can save himself and the few threads of humanity that remain. But then again, who needs an excuse to cream wave after wave of Kamikaze aliens in a classic button-splitting, digit-cracking blast-fest?

In the demo you find yourself in an asteroid belt. One of your team has suffered an attack by space pirates and has been captured. Your mission is to attack the enemy ship, destroy the fighters, and save your comrade.

Controls

- × Fire
- ▲ Smart bomb
- Missile
- Select Select view
- Start Pause
- L1 Bank left
- R1 Bank right
- L2 Brake
- R2 Accelerate

Additional features

The full game offers you the chance to fly six different spacecraft, each with their own performance specs and weapons systems. You have to battle your way through linear and free-roaming sections of space, and shoot off ammo like a runaway firework of death. As shoot 'em ups go, this one's simply out of this world...

Further information

PSM's very own crack review corp collected up a whole heap of *Space Debris* in PSM 31 (page 70). Check it out for the full lowdown.



Publisher: **Ubi Soft**
Style: **RPG**
Program: **Video**

GRANDIA

This imaginative RPG plunges you into a world of mythology and magic. Only you, playing as Justin, with Sue and her pig-like pet at your side, can save the world's bacon. Naturally. Several unlikely adventures will lead you to uncover the secrets of ancient civilisations, and the powers that a mysterious spirit stone holds.



COOL BOARDERS 4



Publisher: **Sony**
Style: **Snowboarding sim**
Program: **Video**

Time to grab your Sex Wax, don your Bermudas and hit the white waters. Oops, sorry that's surfing. Well it's practically the same, they all have unwashed hair and wear clothes that don't fit properly. PSM takes its first look at the fourth in Sony's long line of snowboarding successes, *Cool Boarders 4*. Booyakka, booyakka.

GHOUL PANIC

Try imagining a cross between *Time Crisis* and *Point Blank* that's set in a haunted house. That's pretty much what *Ghoul Panic* is like. It's fast, mental, and as good a reason as any to buy yourself a G-Con 45. Developed by Namco, the lightgun enthusiasts behind *Point Blank 1* and *2*, players have to blast their way through a hole (g)host of spooky mini games in order to take on the big boss. Whoa. Bet you're scared now, eh? Turn to page 52 for a preplay!



download

How To Use Our Download Cheats

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using × and scroll through the saves using ↑ and ↓. Select the save you want by pressing × and it will be stored on your Memory Card. Now use these cheats on the full copies of your games.

Final Fantasy VIII

This save leapfrogs you straight to disc two, with 24 hours and 51 minutes of gameplay behind you. Easy!

Medal Of Honor

This save will complete a massive 99 per cent of the game for you and give you access to all areas. One per cent to go...

Tomorrow Never Dies

Download this save and it will immediately open up all the levels in the game. Now all you have to do is complete them...

Tony Hawk's Skateboarding

Provides access to all game levels – and more tapes. Result!

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On the disc

- *Micro Maniacs*
- *Demolition Racer*
- *Colony Wars: Red Sun*
- *Radikal Bikers*
- *Renegade Racers*
- *Syphon Filter 2* and many more demos!
- Plus download cheats for *LMA Manager* and exclusive video footage of *WWF Smackdown*.

AND...

- The *Resident Evil 3* guide - part 2
- *Everybody's Golf 2* - first review!
- *Muppets RaceMania* road-tested.
- The Complete Guide to *Tomb Raider: The Last Revelation*.
- *Resident Evil: Survivor* previewed.
- *Chase The Express* latest news.
- *PSM* talks to Aussie developers Ratbag about their PS2 games.
- Plus all the latest news, tips and the best games reviewed first.

THE FIRST LOOK!

JEDI POWER BATTLES

LUKE AND HAN ARE BACK -
AND THIS TIME IT'S EVIL!
PSM TAKES A LOOK AT THE
NEW *STAR WARS* GAME

famouslastwords

kermitthefrog

The world's most famous frog talks to *PSM* in an exclusive interview about his new PlayStation project, pin-ups and pigs.

Official PlayStation Magazine: We're honoured to be able to speak to such a huge star, Kermit. Please tell us about your new game.

Hermit the Frog: Well, it's called *Muppet RaceMania* and as the title would suggest, it involves the Muppets and racing.

PSM: Will all the Muppets gang be racing with you?

HTF: It wouldn't be a Muppet game if they didn't. Miss Piggy, Fozzie, Gonzo, Animal – everyone's in the game.

PSM: When racing, are you a mean, green driving machine, or more like a frog on a lily pad?

HTF: I'm usually a pretty calm, mild mannered frog, but when I'm in a race, I feel the need – the need for speed. Unfortunately, most people don't take racing frogs seriously.

PSM: Why of all the PlayStation genres did you choose racing? Wouldn't a fighting game or even platform game have been more appropriate? Or a game where you produce your own variety show?

HTF: We wanted to do something different. I can promise you that this is the most different racing game you've seen. All cars have unique qualities and there are lots of different tracks. We're working on some other games now – Gonzo has an idea for a human cannonball game involving a new giant controller that the player would climb into in order to experience the feeling of being shot out of a cannon and landing in a variety of substances. We're calling it 'Full Body Shock'. Sony are interested, but we're having trouble finding people to test it.

PSM: Are you a big PlayStation gamer?

HTF: Are you kidding? With my little spindly fingers, I was born to play.

PSM: What are your favourite games?

HTF: I play a lot of games, but I suppose I'll always have a soft spot for *Frogger*. Although it does sometimes conjure up bad memories of my Uncle Herb's unfortunate encounter with a 1972 Buick.

PSM: All the *PSM* team are big fans, and there's lots of things we've always wanted to know. Like, what is the rainbow connection?

HTF: I think the rainbow connection is a metaphor for making your dream come true. But you know, I've been singing "why are there so many songs about rainbows?" for years and now that I think about it, there aren't really that many songs about rainbows.

PSM: And why isn't it easy being green?

HTF: Well it's a lot easier being green now than it used to be.

PSM: Isn't your girlfriend a bit of a pig?

HTF: That's not a nice thing to say. It sounds like you're insulting her. She isn't a bit of a pig. She is a pig! There's a big difference.

PSM: So how is Miss Piggy, anyway?

HTF: Miss Piggy is doing well. She's trying to decide on her next career move. (That's show business talk for being unemployed).

PSM: Do the words "Hai-Yai!" make you jump out of your skin?

HTF: The words don't bother me. It's the karate chop that usually goes along with them that causes the bruises.

PSM: What's your secret to being so attractive to the opposite sex?

HTF: Me? Well, I just try to be myself. I think that's the key to being attractive to the opposite sex – unless you're not a nice person. If you're not a nice person, you might want to try being someone else.

PSM: Has Fozzie told you any good jokes lately you can share with us?

HTF: Fozzie told me about 50 jokes yesterday... So... Let's see... Um... Nope, no good jokes I can share with you. Sorry.

PSM: Obviously you've enhanced the reputation of frogs as entertainers and you're one of the first amphibians to make the leap into the mainstream, but who were your frog idols as a tadpole?

HTF: I looked up to my parents. I looked up to my teachers. I looked up to my older brothers and sisters. Let's face it – when you're a tadpole, you look up to everyone.

PSM: The Muppets have been an incredible success for decades now. To what do you attribute your success?

HTF: We've always had a lot of fun doing our shows and I think the audiences like to be a part of that fun. You never know what's going to happen next. While that can be frustrating when you're trying to put together the show, it makes for a lot of funny stuff.

PSM: Who are some of the biggest stars you've worked with?

HTF: I've been very lucky. I've worked with Billy Crystal, George Burns, Bob Hope, Steve Martin, Pierce Brosnan, Cindy Crawford, Martin Short, Ed Sullivan and The Artist Formerly Known as Prince.

PSM: Do you envy other male pin-ups like Leonardo or Brad Pitt?

HTF: I don't envy anyone. I'm very happy with who I am. Some people think I envy others, but I'm always this colour.

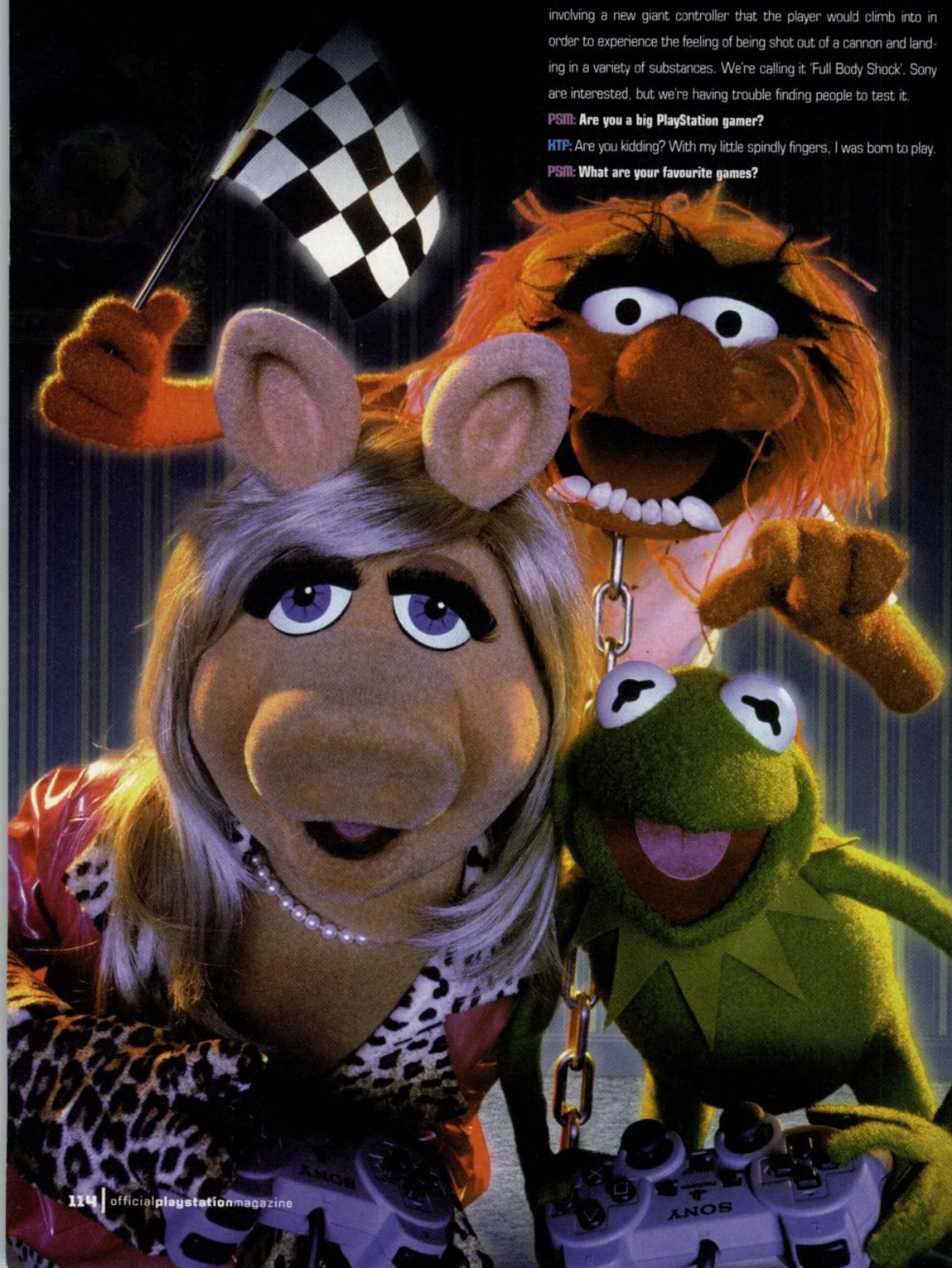
PSM: Of all the Muppet songs, *Halfway Down The Stairs* by your nephew Robin is perhaps the most famous. What happened to Robin?

HTF: Robin is a great kid. He's a normal, well adjusted frog who just hasn't aged for 20 years. That's one of the nice things about being a Muppet – we age well.

PSM: Been to any good French restaurants lately? We've got lots of great ones over here, I'm sure they'd love to have you for dinner.

HTF: I'm sure you have some good ones, but I make it a rule to avoid French restaurants. It's a frog thing – I'm sure you understand.

PSM: Thanks your time, Kermit, we know you're a busy frog.





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